



TO KILL OR BE KILLED

A BINARY GUIDE TO KILLERS IN DEAD BY DAYLIGHT
FOR PLAYERS OF BOTH ROLES

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INTRODUCTION

Trouble deciding which Killer to play? Dying to Killers whose powers you don't understand? Whichever role you're playing, this guide is for you.

To Kill or be Killed provides a (mostly) objective take on the strengths and weaknesses of each of Dead by Daylight's 20 Killers for players of both roles.

In the interests of remaining relevant and universally applicable, this guide will not offer recommendations on which Killers are the strongest, who you should play or level first, or which perks or add-ons you should be using. For simplicity's sake, mentions of perks, items and add-ons in any other context are also kept to a minimum. Neither will this guide explain how each Killer's power works on a mechanical level, as this information can easily be found within the game itself or elsewhere online.

The goal of this guide is simply to explain each Killer's personal playstyle and unique traits so that you can choose a Killer who is fun for you based on the style of gameplay that you enjoy. You will also find information for Survivor players on how to recognise who the Killer is before coming face-to-face with them, as well as what Survivors need to be aware of when dealing with a Killer's unique power.

This guide assumes that the reader has basic knowledge of the game and its core mechanics. It is therefore recommended that first-time players familiarise themselves with the game by playing the in-game tutorials and at least a few matches before moving on to the content discussed here. If you are a first-time player, you may also be interested in checking out my previous guide on the basics of Survivor gameplay **[here](#)**.

The information in this guide is up-to-date as of Patch 4.0.0.

GUIDE LAYOUT

Each section of this guide is devoted to a single Killer and divided into two pages. On the first page, you will find information for Killer players, and on the second, information for Survivor players. The contents of each page are as follows:

FOR KILLERS

ATTRIBUTES

The Killer is given a rating out of five in each of ten attributes.

Mobility:	The Killer's ability to traverse the map quickly.
Tracking:	The Killer's ability to discern the locations of Survivors.
Passive Slowdown:	The Killer's ability to prevent Survivors from completing generators, without interacting with the Survivors directly.
Stealth:	The Killer's ability to remain undetected by Survivors and/or catch them off-guard.
Range:	The Killer's ability to injure Survivors from a distance.
Target Slowdown:	The Killer's ability to hinder Survivors' movement speed.
Obstacle Bypass:	The Killer's ability to bypass obstacles in their path in order to injure Survivors.
Herding:	The Killer's ability to force Survivors to move, or not move, in a particular direction (usually to avoid being hit by the Killer's power).
Crowd Control:	The Killer's ability to injure, slow or otherwise directly affect multiple Survivors either simultaneously or within a short space of time.
Chase Closure:	The Killer's ability to down Survivors quickly, either by putting the Survivor into the dying state with a single hit, or crippling them in advance such that they become vulnerable to attack.

While there is some overlap between them, these attributes collectively represent the Killer's ability to pressure Survivors away from completing their objective of repairing generators and escaping. Techniques for applying pressure which are common to all Killers, such as patrolling generators and hooking Survivors, are not included, although many of the attributes above can impact a Killer's effectiveness in these areas as well.

Please note that these ratings should not be taken as objective truth or an indication of which Killers are most powerful — rather, they exist simply to give you a general idea of what each Killer is best at so that you can choose the Killer whose playstyle most appeals to you.

STRENGTHS AND WEAKNESSES

A discussion of the areas of gameplay in which this Killer excels, as well as those in which they fall short.

PLAY THIS KILLER IF YOU ENJOY...

This section provides information on the general playstyle this Killer enables, and therefore what type of players they are likely to appeal to.

GUIDE LAYOUT

FOR SURVIVORS

SPOTTING THIS KILLER IN THE WILD

Most of the Killers in Dead by Daylight are identifiable prior to actually encountering them, either through sound or by looking out for certain Killer-specific objects scattered throughout the map. This section will give Survivors an idea of what to look out for to identify each individual Killer.

WHAT CAN THIS KILLER DO?

A brief explanation of the Killer's power from the Survivor perspective, including signs that it is active, and how it can affect the Survivors during the match.

WHAT CAN I DO AGAINST THEM?

This section outlines the common counters to each Killer's power, along with ways to reduce its effectiveness or avoid it altogether.

THE TRAPPER (EVAN MACMILLAN)

ATTRIBUTES

MOBILITY	    	TARGET SLOWDOWN	    
TRACKING	    	OBSTACLE BYPASS	    
PASSIVE SLOWDOWN	    	HERDING	    
STEALTH	    	CROWD CONTROL	    
RANGE	    	CHASE CLOSURE	    

STRENGTHS AND WEAKNESSES

Due to the fact that his bear traps snare and injure any Survivor who steps in them, The Trapper excels in two things above all else: shutting down loops, and ending chases before they begin. In the former case, The Trapper can set traps at vaults or pallets which Survivors are forced to reroute to avoid. He can also grab or hit a trapped Survivor, enabling him to pick them up and carry them to a hook without having to chase them down first.

However, The Trapper's traps can be cumbersome to set up and punishing to get wrong. He must retrieve the traps from where they spawn around the map and set them manually, and may carry only one at a time by default. Survivors who notice where his traps are can disarm them, rendering the trap useless until The Trapper resets it, and the locations of traps are also revealed by certain Survivor perks and items, making disarming or avoiding them much easier.

PLAY THIS KILLER IF YOU ENJOY...

Setting up traps and ambushes in advance and watching your opponent(s) fall for them.

THE TRAPPER (EVAN MACMILLAN)

SPOTTING THIS KILLER IN THE WILD

The Trapper can be identified fairly easily by the closed bear traps which spawn on the ground around the map at the start of the trial.

WHAT CAN THIS KILLER DO?

The Trapper can pick up and place these bear traps almost anywhere on the map. These traps can be difficult to spot, especially if they are concealed in bushes or long grass. If a Survivor walks over one, they will become caught in it and may attempt to free themselves (with a 25% chance of success each time), or have another Survivor free them instead (with a 100% chance of success). As long as the Survivor is trapped, their location will be revealed to the Killer.

Unless the Killer is using specific add-ons, Survivors who manage to escape a trap will be injured. If the Survivor does not manage to escape the trap before the Killer arrives, the Killer may hit them to put them into the dying state, or grab them directly out of the trap.

WHAT CAN I DO AGAINST THEM?

Avoid walking places where you cannot see the ground, such as bushes or long grass, wherever possible. Survivors can disarm traps, rendering them harmless until they are manually reset by the Killer, so if you see a trap, or you think there may be one nearby, walk or crouch carefully towards it and look out for an on-screen prompt to disarm it. Bear in mind that the sound made by the trap disarm can be heard by everyone in the match, including the Killer.

Items like Maps (which can reveal the auras of both open and closed bear traps), and perks like Small Game (which gives an auditory notification if there is a trap in the direction you are facing) may also be used to counter The Trapper's power.

THE WRAITH (PHILIP OJOMO)

ATTRIBUTES

MOBILITY 

TRACKING 

PASSIVE SLOWDOWN 

STEALTH 

RANGE 

TARGET SLOWDOWN 

OBSTACLE BYPASS 

HERDING 

CROWD CONTROL 

CHASE CLOSURE 

STRENGTHS AND WEAKNESSES

Due to his ability to hide his terror radius and red stain, as well as camouflage himself while cloaked, The Wraith is among the stealthiest (if not *the* stealthiest) of the Dead by Daylight Killers. He is also the fastest of the “Stealth Killers”, gaining a bonus to movement speed while cloaked, as well as an additional speed burst immediately after uncloaking. His combined speed and stealth make him an ideal pick for landing hits on unsuspecting Survivors and catching them off-guard.

Unfortunately, The Wraith is particularly vulnerable to stuns and blinds, as both will automatically remove his cloak and temporarily disorient him. He also cannot interact with Survivors in any way while cloaked, so he must perform the three-second uncloak animation, potentially allowing his opponents time to react and get to safety, before he can attempt any hits or grabs.

PLAY THIS KILLER IF YOU ENJOY...

Being fast and stealthy, or catching your opponent(s) off-guard.

THE WRAITH (PHILIP OJOMO)

SPOTTING THIS KILLER IN THE WILD

The Wraith may be identified by the sound of his bell, which he rings every time he cloaks or uncloaks, and the *whoosh* sound which immediately follows. The bell and the *whoosh* can be heard from up to 24 or 40 metres away, respectively. However, as The Wraith starts the trial cloaked, he is unlikely to reveal himself until he finds his first Survivor.

WHAT CAN THIS KILLER DO?

When cloaked, The Wraith has no terror radius or red stain, is almost invisible while moving, and completely invisible while standing still, but cannot hit or grab Survivors. He will ring his bell every time he cloaks or uncloaks, but uncloaking takes twice as long as cloaking does. He also moves faster while cloaked, and gains an additional speed boost for a short time after uncloaking.

WHAT CAN I DO AGAINST THEM?

If you can't hear a terror radius, remember to keep an eye out for a transparent, shimmering figure moving around nearby. The Wraith's post-uncloak speed boost frequently catches Survivors off-guard, so bear that in mind if he uncloaks while chasing you. You can also stun, blind or shine a flashlight on him to force him to uncloak.

THE HILLBILLY (MAX THOMPSON JR.)

ATTRIBUTES

MOBILITY	    	TARGET SLOWDOWN	    
TRACKING	    	OBSTACLE BYPASS	    
PASSIVE SLOWDOWN	    	HERDING	    
STEALTH	    	CROWD CONTROL	    
RANGE	    	CHASE CLOSURE	    

STRENGTHS AND WEAKNESSES

The Hillbilly is among the fastest Killers in Dead by Daylight, able to move at up to double his normal speed while using his power, and with the ability to instantly down healthy Survivors if he manages to run into them during a “Chainsaw Sprint”. Although it does take a few seconds to charge fully, there is also no limit or cooldown on the chainsaw, so he can use it as much and as often as he chooses.

The Hillbilly’s Chainsaw Sprints can, however, be quite difficult to control, due to both the increased speed and the reduced turning sensitivity. Additionally, if he runs into an object while sprinting, The Hillbilly will be stopped in his tracks and temporarily stunned.

PLAY THIS KILLER IF YOU ENJOY...

Moving very fast and using full force, giving your opponent(s) little time to react.

THE HILLBILLY (MAX THOMPSON JR.)

SPOTTING THIS KILLER IN THE WILD

The Hillbilly's chainsaw can be heard from up to 60 metres away, although the sound it makes can easily be confused with that of **The Cannibal**. The Hillbilly will typically start using his chainsaw (and thus, making identifiable noises) quite early in the match, in order to take advantage of the mobility boost it provides.

WHAT CAN THIS KILLER DO?

The Hillbilly's chainsaw will put both healthy and injured Survivors into the dying state if they are hit by it. He moves extremely fast and can cross the entire map in a few seconds during a Chainsaw Sprint. Good Hillbilly players will also occasionally practice a technique of keeping their chainsaw revved so that they are ready to break into a sprint and down nearby Survivors the second they get the opportunity.

WHAT CAN I DO AGAINST THEM?

The Hillbilly's turning ability is seriously impaired while sprinting, and any objects he runs into will break the sprint and stun him for a short period. Take advantage of this by always making sure that there is a wall or object between you so that he cannot use his chainsaw to knock you down. When facing a Hillbilly, try not to get caught in an open area without trees, walls or other objects that you might use as a shield if he comes your way.

THE NURSE (SALLY SMITHSON)

ATTRIBUTES

MOBILITY	    	TARGET SLOWDOWN	    
TRACKING	    	OBSTACLE BYPASS	    
PASSIVE SLOWDOWN	    	HERDING	    
STEALTH	    	CROWD CONTROL	    
RANGE	    	CHASE CLOSURE	    

STRENGTHS AND WEAKNESSES

The Nurse is not the fastest, but she is the most mobile Killer in the game, with the ability to completely bypass objects, walls and even entire floors by “blinking” through them. She can traverse most maps and catch up to a running Survivor with ease, even if they attempt to vault windows or throw down pallets to block her path.

However, she is also the hardest Killer to learn, and takes a large amount of practice to be able to play effectively. Her base movement speed is less than that of a running Survivor, so using her power during chases is mandatory. Each blink is on a cooldown and takes time to regenerate, and every time she uses her power, she suffers from a short fatigue during which she hangs her head and is unable to see anything beyond her immediate surroundings.

PLAY THIS KILLER IF YOU ENJOY...

Teleportation and being able to phase through walls and obstacles.



THE NURSE (SALLY SMITHSON)

SPOTTING THIS KILLER IN THE WILD

The Nurse screams every time she blinks, a sound which can be heard across the map. Because her power grants her additional mobility, Nurse players will often start using it soon after the match begins, immediately alerting Survivors to her presence in the Trial.

WHAT CAN THIS KILLER DO?

The Nurse can bypass all walls and obstacles in her path, rendering most common Survivor strategies, such as looping, practically useless against her. By default, she is able to blink twice, and may swing her weapon and hit Survivors after either the first or second blink before entering fatigue.

WHAT CAN I DO AGAINST THEM?

Because The Nurse cannot cancel a blink once she has begun charging it, a common strategy is to run back towards her once she starts charging a blink, allowing her to blink past you (though this will not always work against good Nurse players). During her post-blink fatigue, The Nurse cannot see more than a couple of metres around her, so use this window to break line of sight during a chase and cause her to lose track of you. Like **The Wraith**, she is also vulnerable to flashlights, so shining a flashlight at her for a second or two will stun her temporarily and prevent her from blinking.



THE SHAPE (MICHAEL MYERS)

ATTRIBUTES

MOBILITY	    	TARGET SLOWDOWN	    
TRACKING	    	OBSTACLE BYPASS	    
PASSIVE SLOWDOWN	    	HERDING	    
STEALTH	    	CROWD CONTROL	    
RANGE	    	CHASE CLOSURE	    

STRENGTHS AND WEAKNESSES

During Tier 1 of his power, The Shape has no terror radius or red stain, enabling him to sneak up on Survivors or “stalk” them from a distance, unnoticed, to increase his power level. Uniquely among stealth Killers, The Shape’s Undetectable effect is not able to be broken by Survivors, and also allows him to hit or grab them while it is active. During Tier 3 of his power, he can put healthy or injured Survivors into the dying state with a single hit, and the range of his lunge attacks is increased beyond that of an ordinary Killer.

After ascending to Tier 2, The Shape cannot re-enter Tier 1, and Tier 3 is temporary, lasting for only 60 seconds by default. There is also a limit on how much he can stalk each Survivor to gain progress on his power, meaning that he can only ascend to Tier 3 a handful of times during a single match. Additionally, his movement speed and lunge range are reduced at Tier 1, and he is vulnerable to popular Survivor techniques such as looping due to his lack of mobility, range or crowd control capabilities.

PLAY THIS KILLER IF YOU ENJOY...

Secretly stalking your opponent(s) and building up power over time.



THE SHAPE (MICHAEL MYERS)

SPOTTING THIS KILLER IN THE WILD

The most easily identifiable sign of The Shape's presence is the theme music from the movie *Halloween*, a variation of which can be heard by all Survivors every time The Shape ascends or descends a tier of his power. The most intense version of this music plays when he enters Tier 3.

(Note that the *Halloween* theme also plays on the Lampkin Lane map at the start of the match regardless of who the Killer is, so be sure not to confuse this for a sign that you are facing The Shape.)

WHAT CAN THIS KILLER DO?

The Shape starts the match with no terror radius or red stain as well as reduced range and movement speed, and levels his power by stalking Survivors. If he is facing in your direction and either standing still or walking very slowly, he is almost certainly trying to stalk you. Once he reaches Tier 3 of his power, which lasts for 60 seconds by default, he gains the ability to put healthy or injured Survivors into the dying state with a single strike. While this ability is active, The Shape will walk around holding his weapon above his head instead of at his side.

WHAT CAN I DO AGAINST THEM?

The Shape starts the game with no terror radius or red stain, so if you can't hear anything right away, watch your surroundings carefully to make sure he doesn't surprise you. If he is showing signs of trying to stalk you, try to break line of sight as much as possible to deny him his power.



THE HAG (LISA SHERWOOD)

ATTRIBUTES

MOBILITY	    	TARGET SLOWDOWN	    
TRACKING	    	OBSTACLE BYPASS	    
PASSIVE SLOWDOWN	    	HERDING	    
STEALTH	    	CROWD CONTROL	    
RANGE	    	CHASE CLOSURE	    

STRENGTHS AND WEAKNESSES

The Hag is a highly mobile killer, able to teleport instantly to any of her traps which get triggered by nearby survivors. Her traps are quick to set and extremely difficult to spot on most maps, making them ideal for both shutting down loops and landing surprise attacks on Survivors. Unlike **The Trapper**, The Hag starts the match with all ten of her traps, which are automatically restored to her if they are triggered or broken after being placed.

However, The Hag is limited in the range from which she can teleport to triggered traps, and her base movement speed is lower than that of most killers, meaning that her mobility is wholly reliant on tricking survivors into setting off her traps. The traps themselves can also be bypassed completely by Survivors who crouch around them instead of walking or running, or broken by a Survivor shining a flashlight directly onto the trap.

PLAY THIS KILLER IF YOU ENJOY...

Teleportation or being able to ambush and attack your opponent(s).



THE HAG (LISA SHERWOOD)

SPOTTING THIS KILLER IN THE WILD

Although it is possible to spot The Hag's traps out in the open, they tend to camouflage well with the ground on most maps. The only other way to tell that you are facing a Hag before encountering her yourself is by the sound of The Hag's cry, which is triggered whenever a survivor sets off a trap nearby.

WHAT CAN THIS KILLER DO?

The Hag will draw triangular traps on the ground around the map, which are brown and therefore very difficult to spot on maps where the ground is darkly coloured. If a survivor moves within a few metres of one of these traps, the trap will be triggered, making a loud noise and spawning a illusionary Hag on the spot where the trap was. This "Phantasm" will remain for a few seconds, during which time The Hag herself can teleport and take its place.

WHAT CAN I DO AGAINST THEM?

The Hag's traps will only be triggered by walking or running survivors, so if you think a trap might be nearby, you can crouch to avoid setting it off. You can also destroy her traps if you know where they are by shining a flashlight directly onto them. Additionally, The Hag can only teleport to a trap when she is not performing any other interactions, so if you want to get rid of a trap without using a flashlight, you can try intentionally triggering it while she is busy doing something else, like carrying another Survivor.



THE DOCTOR (HERMAN CARTER)

ATTRIBUTES

MOBILITY	    	TARGET SLOWDOWN	    
TRACKING	    	OBSTACLE BYPASS	    
PASSIVE SLOWDOWN	    	HERDING	    
STEALTH	    	CROWD CONTROL	    
RANGE	    	CHASE CLOSURE	    

STRENGTHS AND WEAKNESSES

The Doctor excels beyond any other Killer at tracking Survivors' locations, due to how easily and often his power can cause them to scream and reveal themselves, as well as his ability to see the auras of "Illusionary Doctors", which periodically spawn near Survivors afflicted by Madness Tier 3. The fact that Survivors in Madness Tier 3 are prevented from performing most interactions, including repairing generators, allows The Doctor to passively slow down the game by frequently shocking the Survivors using his power. He can also temporarily prevent Survivors from vaulting windows, throwing pallets or rescuing teammates, and interrupt most other interactions with a well-timed Shock Therapy attack.

However, the effectiveness of The Doctor's Shock Therapy attack is highly latency-dependent, and his secondary ability, Static Blast, has a fairly lengthy base cooldown of 60 seconds and only affects Survivors in his terror radius, making it possible to miss altogether. Survivors can also avoid revealing their locations by using certain perks, or bypass the effects of Static Blast completely by hiding in a locker.

PLAY THIS KILLER IF YOU ENJOY...

Neutralising your opponent(s) or knowing where they are at all times.



THE DOCTOR (HERMAN CARTER)

SPOTTING THIS KILLER IN THE WILD

All of the Doctor's abilities make an electric crackling noise when used, which can be heard across the entire map. He also has unique terror radius music, meaning that Survivors can identify him through sound simply by being nearby.

WHAT CAN THIS KILLER DO?

The Doctor has two main abilities, one of which affects all Survivors within his terror radius and has a lengthy cooldown, and the other of which is a more localised attack and affects a cone-shaped area in front of The Doctor. Survivors hit by either attack will scream, and their Madness level will be increased. Every time a Survivor screams, they reveal their location, any interaction they were performing is interrupted, and they are unable to perform any further interactions for a couple of seconds.

At any level of Madness, Survivors have a chance to be confronted with off-centre or anti-clockwise skill checks. Survivors in Madness Tier 2 or 3 will be occasionally see illusionary versions of The Doctor nearby, and may experience various additional effects depending on the add-ons The Doctor has equipped. Survivors in Madness 3 are prevented from performing most interactions, including repairing generators, healing and unhooking other survivors, and will scream periodically.

WHAT CAN I DO AGAINST THEM?

Survivors may avoid all of the effects caused by being hit with The Doctor's power by hiding in a locker. The perk Calm Spirit will also prevent you from screaming and revealing your location to the Killer, although it will not prevent you from being afflicted by Madness.

Try to avoid The Doctor's power by staying outside his terror radius where possible. If you find yourself afflicted by Madness Tier 3, you will be prompted to "Snap Out Of It", which will require you to succeed several skill checks before returning you to Madness Tier 1. It is a good idea to Snap Out Of It as soon as you get a chance, due to the unfavourable effects of Madness 3 as described above.



THE HUNTRESS (ANNA)

ATTRIBUTES

MOBILITY	    	TARGET SLOWDOWN	    
TRACKING	    	OBSTACLE BYPASS	    
PASSIVE SLOWDOWN	    	HERDING	    
STEALTH	    	CROWD CONTROL	    
RANGE	    	CHASE CLOSURE	    

STRENGTHS AND WEAKNESSES

The Huntress has the longest range of any killer, able to hit Survivors from across the map with a well-aimed hatchet. She can also use her hatchets to land hits through windows or over pallets or short walls. Her hatchet throws have a shorter cooldown time than her basic attacks, allowing her to land hatchets at melee range and then quickly follow up with a basic attack.

She is also slower than most Killers, and therefore relatively powerless to catch Survivors if she has run out of hatchets, or if there is no a clear path through which to throw one at them. She can only carry five hatchets at a time by default, and must reload them by finding and searching a locker.

PLAY THIS KILLER IF YOU ENJOY...

Aimed projectile attacks, and being able to injure your opponent(s) from a long range.



THE HUNTRESS (ANNA)

SPOTTING THIS KILLER IN THE WILD

The Huntress hums constantly, and her lullaby can be heard from up to 45 metres away, more than double the range of her terror radius.

WHAT CAN THIS KILLER DO?

The Huntress has the ability to throw hatchets at an unlimited range, which will damage the first Survivor they hit. If it hits a wall or object, the hatchet will simply disappear. By default, she is equipped with five hatchets, and must search lockers to reload once she runs out.

WHAT CAN I DO AGAINST THEM?

The Huntress gasps every time she readies a hatchet, so if you hear or see her doing this, try to move unpredictably and/or break line of sight to avoid being hit. If The Huntress stops chasing you to reload her hatchets at a locker, take this opportunity to hide or get as far away as possible. Because she uses lockers to recharge her power, it is generally a bad idea to hide in lockers against a Huntress as she is much more likely to search them.

THE CANNIBAL (BUBBA SAWYER)

ATTRIBUTES

MOBILITY	    	TARGET SLOWDOWN	    
TRACKING	    	OBSTACLE BYPASS	    
PASSIVE SLOWDOWN	    	HERDING	    
STEALTH	    	CROWD CONTROL	    
RANGE	    	CHASE CLOSURE	    

STRENGTHS AND WEAKNESSES

The Cannibal's main strength is his ability to not only put healthy or injured Survivors into the dying state with his chainsaw, but to do this to multiple Survivors simultaneously. His chainsaw animation is fairly lengthy, and, similarly to **The Hillbilly**, his power is not on a cooldown, so he can use it as often as he chooses.

If The Cannibal hits a wall or other object while wielding his chainsaw, he will enter a tantrum for several seconds, waving the chainsaw around and reducing his movement dramatically (although Survivors hit by the chainsaw during a tantrum will still be put into the dying state). This makes it difficult, and potentially very punishing, for The Cannibal to navigate tight corners while using his power.

PLAY THIS KILLER IF YOU ENJOY...

Using powerful attacks which can incapacitate multiple opponents at once.



THE CANNIBAL (BUBBA SAWYER)

SPOTTING THIS KILLER IN THE WILD

Like **The Hillbilly**, the sound of The Cannibal's chainsaw can be heard from up to 60 metres away, although unlike The Hillbilly, he is unlikely to use his chainsaw until after he finds a Survivor. The Cannibal's and The Hillbilly's chainsaws do sound noticeably different, though they are easily confused.

WHAT CAN THIS KILLER DO?

The Cannibal can charge his chainsaw for a couple of seconds, after which he will walk forward at a slightly increased speed, swinging the chainsaw from side to side. Although The Cannibal needs to be at fairly close range to do this successfully, as he is slowed significantly while charging his power, any and all Survivors hit by the chainsaw during this time will immediately be put into the dying state. If he runs into a wall or object while wielding his chainsaw, he will enter a lengthy tantrum, during which he is practically immobilised but his chainsaw remains equally lethal.

WHAT CAN I DO AGAINST THEM?

Try to keep as much distance between you as possible, and avoid open areas where The Cannibal can use his chainsaw without penalty. If he starts to charge it, try to find a vault or tight corner to force him to hit a wall instead of you. If he hits a wall or object and enters a tantrum, use that opportunity to gain some distance while he is immobilised. Avoid running or standing near another Survivor if The Cannibal is nearby, as he may be able to hit and knock down both of you with a single chainsaw attack.



THE NIGHTMARE (FREDDY KRUEGER)

ATTRIBUTES

MOBILITY	    	TARGET SLOWDOWN	    
TRACKING	    	OBSTACLE BYPASS	    
PASSIVE SLOWDOWN	    	HERDING	    
STEALTH	    	CROWD CONTROL	    
RANGE	    	CHASE CLOSURE	    

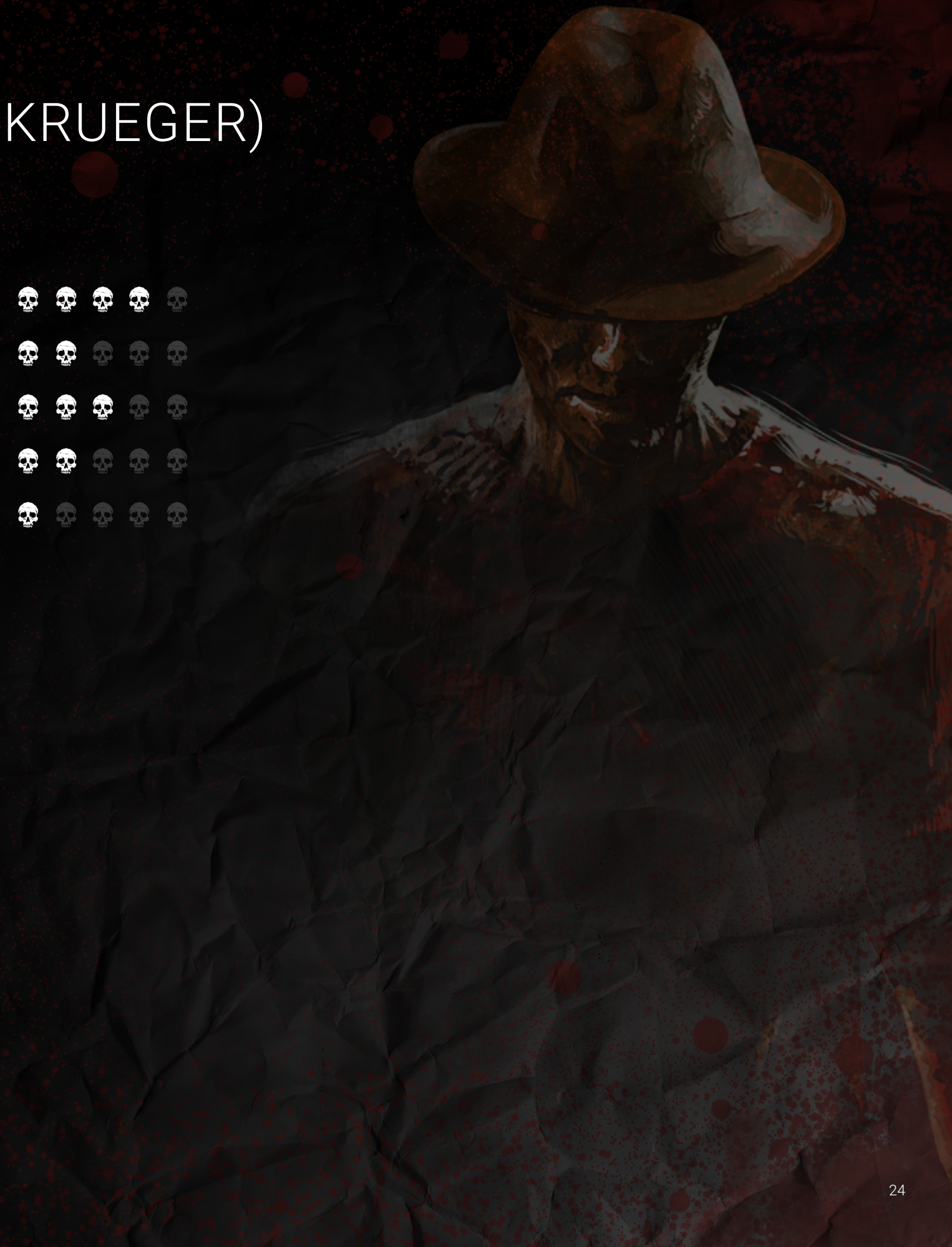
STRENGTHS AND WEAKNESSES

The Nightmare has the ability to teleport to unfinished generators at any distance, and to place traps which slow sleeping Survivors that step on them. He can put Survivors to sleep, thus making them vulnerable to his traps and oblivious to his terror radius, simply by hitting them, or waiting for them to fall asleep of their own accord. He is also able to see sleeping Survivors fairly easily by the white aura surrounding them, which is visible only to him.

The Nightmare's greatest weakness is the fact that much of his power, particularly during chases, is only effective on Survivors who are asleep. Survivors can wake up in a number of ways, and will stay awake for a reasonably long period of time unless they are hit by the Killer in the meantime.

PLAY THIS KILLER IF YOU ENJOY...

Teleportation, handicapping your opponent(s) and forcing them to play by your rules.



THE NIGHTMARE (FREDDY KRUEGER)

SPOTTING THIS KILLER IN THE WILD

The Nightmare is one of the easiest Killers to identify, as Survivors will have a timer displayed over their portraits in the bottom-left of the screen from the start of the match, which shows how much time is left before they fall asleep. He may also be identified by the white dressers scattered throughout the map, on which alarm clocks will appear for Survivors who fall asleep.

WHAT CAN THIS KILLER DO?

When playing against The Nightmare, Survivors will passively fall asleep over time, or immediately if they are hit by the Killer. While asleep, Survivors are able to see The Nightmare's snares which appear as pools of blood on the ground and, when stepped on, will slow the Survivor and cause them to scream. Sleeping Survivors are also unable to hear the Killer's terror radius, meaning that terror radius-based perks, such as Borrowed Time, cannot be activated while asleep. However, in place of a terror radius, a children's lullaby is audible to sleeping Survivors whenever The Nightmare is nearby.

The Nightmare is also able to teleport to unfinished generators. Blood will spurt out of the generator for a few seconds before the teleportation completes as a warning to nearby Survivors.

WHAT CAN I DO AGAINST THEM?

The best defence against The Nightmare is to stay awake as much as possible. There are several alarm clocks scattered throughout the map; while asleep, Survivors will see one of these highlighted in white, which they may use to wake themselves up. Failing a skill check, being hooked, or having another Survivor perform the "Wake Up" interaction on you will also wake you out of the Dream World, but alarm clocks will keep you awake for longer. While you are asleep, listen carefully for the lullaby and try to avoid stepping in snares.

THE PIG (AMANDA YOUNG)

ATTRIBUTES

MOBILITY 

TRACKING 

PASSIVE SLOWDOWN 

STEALTH 

RANGE 

TARGET SLOWDOWN 

OBSTACLE BYPASS 

HERDING 

CROWD CONTROL 

CHASE CLOSURE 

STRENGTHS AND WEAKNESSES

The Pig's greatest strength is her unmatched passive slowdown ability. She can place Reverse Bear Traps (RBTs) on the heads of Survivors who are in the dying state, which will remain there until the Survivor manages to remove the trap. The RBT will activate when a generator is completed, and once the trap is active, Survivors have only a limited time to remove it before it kills them, and cannot leave the match through the Exit Gate, so they are usually forced to prioritise trap removal over repairing generators. Additionally, The Pig, like other stealth killers, has the ability to hide her terror radius and sneak up on Survivors, and can exit stealth mode using a dash attack, which gives her a significant movement speed boost for a few seconds.

The Pig only has four Reverse Bear Traps available by default, and cannot gain more during the match. The removal of RBTs is almost completely chance-based, so while this mechanic will sometimes waste a significant amount of the Survivors' time, it will equally often waste very little at all. Her movement is also slowed while she is crouched, meaning that she cannot use her stealth abilities without incurring a speed penalty.

PLAY THIS KILLER IF YOU ENJOY...

Being stealthy, or forcing your opponent(s) away from their objective with little effort.



THE PIG (AMANDA YOUNG)

SPOTTING THIS KILLER IN THE WILD

When facing The Pig, several Jigsaw Boxes will spawn around the map at the start of the trial, which look like cages with ventriloquists' dummies sitting on top.

WHAT CAN THIS KILLER DO?

The Pig can crouch at will, which will slow her slightly but also hides her terror radius and makes her more difficult to spot. While crouched, she can perform an "Ambush" attack, during which she roars, rushes forward and attacks any Survivor in her path.

When a Survivor is in the dying state, The Pig can place a Reverse Bear Trap on their head, which will activate a timer the next time a generator is completed. If the Survivor does not manage to remove the trap in time, or attempts to leave through the Exit Gate, the trap will kill them. The amount of time left until the trap kills the Survivor is indicated by the timer displayed over their character portrait in the bottom-left of the screen. The progress on an active trap can also be determined by the intensity of the beeping sound it makes — the more intense, the less time there is remaining to remove the trap.

WHAT CAN I DO AGAINST THEM?

The Pig is slowed while crouched, but her dash is fast, so if you know she is crouched nearby but cannot see which way she is moving, leave the area and try to put as much distance between you as possible to avoid being hit by her Ambush attack.

If she places a Reverse Bear Trap on your head, you will need to search the Jigsaw Boxes scattered around the map to find the key to remove it. The key will be in one of the boxes, but it is randomly placed, so you may need to search every box before you find it. You may choose to ignore the trap and continue to repair generators until the trap becomes active, but if you do this and are later unable to search the boxes, you may not have time to remove your trap before it kills you.



THE CLOWN (JEFFREY HAWK)

ATTRIBUTES

MOBILITY	    	TARGET SLOWDOWN	    
TRACKING	    	OBSTACLE BYPASS	    
PASSIVE SLOWDOWN	    	HERDING	    
STEALTH	    	CROWD CONTROL	    
RANGE	    	CHASE CLOSURE	    

STRENGTHS AND WEAKNESSES

The Clown has the ability to throw projectile bottles, creating large gas clouds which persist for ten seconds, slowing and disorienting any Survivors inside them. His power is useful for both directly hindering Survivors during a chase, and for herding them in a particular direction to avoid the gas cloud, creating what is essentially a win-win situation for the Killer if done correctly. The Clown's bottles may also be used to force Survivors to reveal their location by screaming, or interrupt any actions they are currently performing.

One of The Clown's major weaknesses is his lack of mobility, particularly as he is slowed for several seconds while reloading his bottles. He can only carry four bottles at a time by default, and is forced to reload frequently as he is reliant on his power to exert significant pressure over Survivors.

PLAY THIS KILLER IF YOU ENJOY...

Projectiles, crowd control abilities and cutting off your opponent(s)' escape routes.



THE CLOWN (JEFFREY HAWK)

SPOTTING THIS KILLER IN THE WILD

The best way to spot The Clown from a distance is by the large, pink gas clouds caused by his bottles, which are more visible from far away than the Killer himself.

WHAT CAN THIS KILLER DO?

The Clown can throw bottles which will explode on impact with any object or Survivor, creating a large, lingering gas cloud. Walking into a gas cloud will cause you to scream, blur your vision and slow your movements until after you leave its area of effect.

WHAT CAN I DO AGAINST THEM?

Generally, you should avoid running through a gas cloud if possible. If you see or hear The Clown preparing to throw a bottle, try to run in a different direction to the one he will most likely expect you to go, in order to dodge the effects of his power.



THE SPIRIT (RIN YAMAOKA)

ATTRIBUTES

MOBILITY	    	TARGET SLOWDOWN	    
TRACKING	    	OBSTACLE BYPASS	    
PASSIVE SLOWDOWN	    	HERDING	    
STEALTH	    	CROWD CONTROL	    
RANGE	    	CHASE CLOSURE	    

STRENGTHS AND WEAKNESSES

The Spirit’s power allows her to “phase”, becoming completely invisible to Survivors for a short period. During this time, she moves at increased speed and leaves behind a false copy of herself. This “husk” is indistinguishable from The Spirit herself when stationary, and no indication is given to Survivors when The Spirit activates her power. This allows her to use her power to close in on Survivors, or even fake her phasing by standing still to catch Survivors off-guard.

The biggest drawback to The Spirit’s power is that she cannot see Survivors while phasing, nor the blood trails that injured Survivors leave behind. She can, however, hear Survivors and see their scratch marks. She also cannot vault or interact with objects while using her power, and attempting to use her weapon will automatically end her phasing and reveal her to Survivors.

PLAY THIS KILLER IF YOU ENJOY...

Invisibility, guessing games and ambushing your opponent(s).



THE SPIRIT (RIN YAMAOKA)

SPOTTING THIS KILLER IN THE WILD

It is impossible to detect The Spirit when she is not nearby, but if she is phasing near you, you will be able to hear a distinct whooshing sound. The louder the sound, the closer she is.

WHAT CAN THIS KILLER DO?

The Spirit can “phase” to turn invisible for short periods of time, during which her movement speed is increased and she is unable to see Survivors, although she can still hear them and see scratch marks. When she stops phasing, she will become visible again but continue to move at increased speed for several seconds.

While phasing, she will leave behind a false husk which appears identical to The Spirit herself standing still, and which will emit a terror radius until the phasing ends. It is therefore practically impossible to tell if she is truly phasing, or simply ‘bluffing’ by standing still. Survivors outside the husk’s terror radius will be able to hear a whooshing sound if The Spirit herself is close by while phasing, which will grow louder the closer she is.

WHAT CAN I DO AGAINST THEM?

Sound is The Spirit’s greatest weapon while using her power, so remaining uninjured should be a priority if you wish to avoid detection while she is phasing. Using a perk like Iron Will can help you to counter her power if you do become injured.

If The Spirit suddenly stops moving, she is either phasing or pretending to phase. The best way to avoid getting caught by her during this time is to stop sprinting so that you don’t leave scratch marks and quietly leave the area, ideally in a direction which she will probably not expect you to go. Try to break line of sight if possible, in case she is only pretending to phase. Because The Spirit cannot vault or break pallets while phasing, slowly vaulting away from her can be a good way to put some distance between you.



THE LEGION (FRANK, JULIE, SUSIE & JOEY)

ATTRIBUTES

MOBILITY	    	TARGET SLOWDOWN	    
TRACKING	    	OBSTACLE BYPASS	    
PASSIVE SLOWDOWN	    	HERDING	    
STEALTH	    	CROWD CONTROL	    
RANGE	    	CHASE CLOSURE	    

STRENGTHS AND WEAKNESSES

The Legion's power, Feral Frenzy, allows him to temporarily move at increased speed, and also grants him the unique ability to vault pallets and windows at a speed comparable to that of a sprinting Survivor. While The Legion is in Frenzy, hitting a Survivor will injure them and apply the Deep Wound status effect, which forces them to mend themselves or go into the dying state. After the first Survivor is hit during a Frenzy, The Legion's Killer Instinct will activate, revealing the locations of all Survivors within his terror radius as long as Feral Frenzy remains active.

Hitting a Survivor who is already in Deep Wound with a Frenzy attack will not affect the Survivor and will immediately end the Frenzy, making it impossible to knock down Survivors while using The Legion's power. When a Frenzy ends, either through the method above or through the timer expiring, The Legion will also suffer a lengthy stun.

PLAY THIS KILLER IF YOU ENJOY...

Moving very fast, jumping over obstacles and attacking multiple opponents within a short space of time.



THE LEGION (FRANK, JULIE, SUSIE & JOEY)

SPOTTING THIS KILLER IN THE WILD

If you notice another Survivor suddenly receive a Deep Wound effect (indicated by an orange bar underneath their portrait in the bottom-left of the screen), especially if a different Survivor receives a Deep Wound soon afterwards, it is likely that you are facing The Legion. However, these same signs could indicate that the Killer is **The Deathslinger** instead.

WHAT CAN THIS KILLER DO?

When his power is active, The Legion can move very fast and vault over both windows and pallets with ease. If you are in his terror radius, he may be able to see your location with his Killer Instinct and will probably find and hit you, which will injure you and inflict you with the Deep Wound status effect. The Deep Wound timer is paused while sprinting, but if it runs out, you will be put into the dying state automatically. If The Legion is stunned with a pallet, hits a Survivor who already has Deep Wound applied, or misses an attack, his power will end automatically and he will be stunned for several seconds. He cannot put Survivors into the dying state while his power is active.

WHAT CAN I DO AGAINST THEM?

If you are afflicted with Deep Wound, always make sure you mend yourself, or have another Survivor mend you, before the timer runs out, as failure to do so will put you into the dying state automatically. Bear in mind that it is not always a good use of time to heal every time you are injured by The Legion, given how quickly and easily he can injure you again using his power.

If you know or suspect that The Legion is using his power and he has not yet hit you, try to stay outside of his terror radius, as not even hiding in a locker will prevent you from having your location revealed by his Killer Instinct.

THE PLAGUE (ADIRIS)

ATTRIBUTES

MOBILITY	    	TARGET SLOWDOWN	    
TRACKING	    	OBSTACLE BYPASS	    
PASSIVE SLOWDOWN	    	HERDING	    
STEALTH	    	CROWD CONTROL	    
RANGE	    	CHASE CLOSURE	    

STRENGTHS AND WEAKNESSES

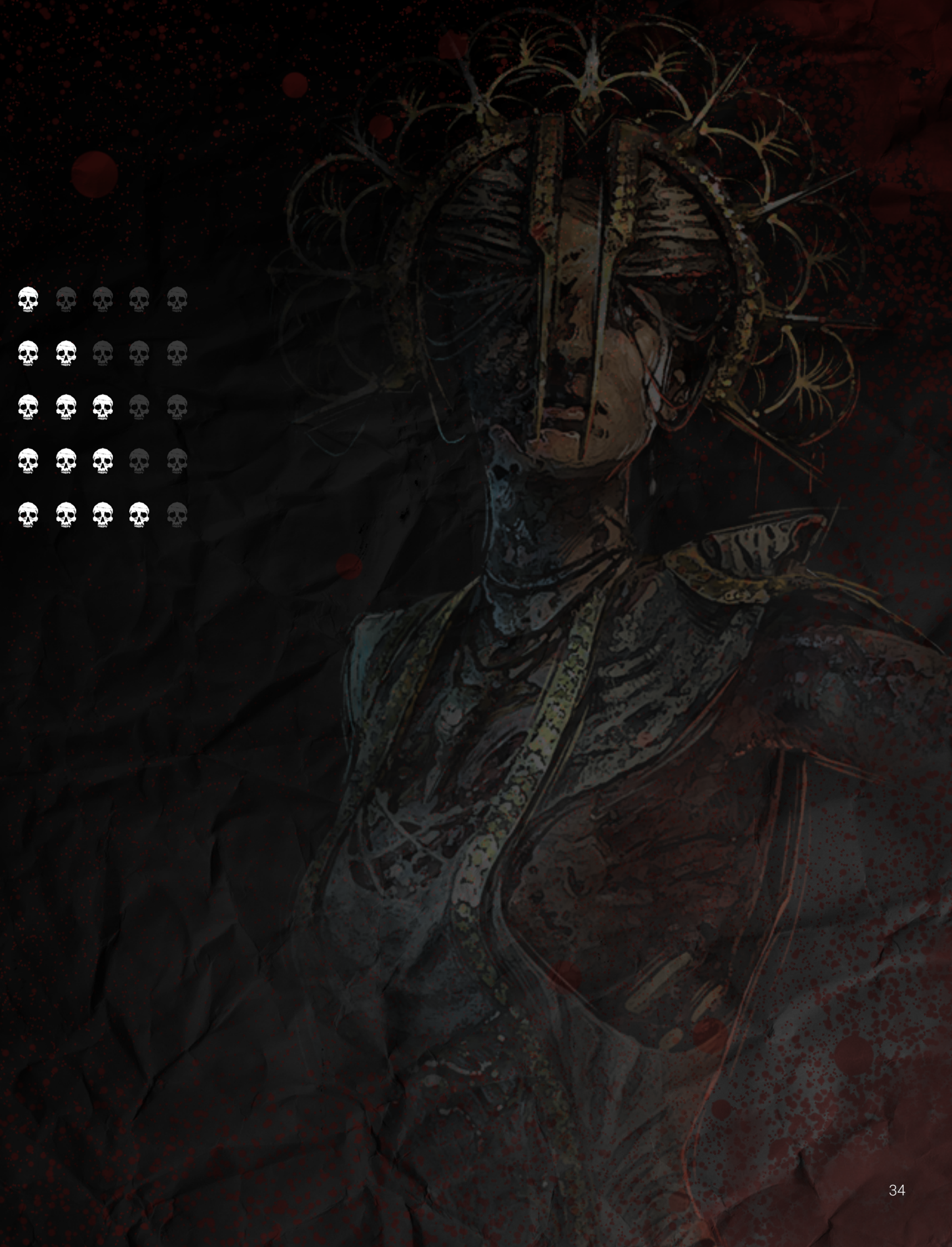
The Plague has the unique ability to inflict her power on Survivors indirectly, by vomiting on and thus temporarily infecting objects such as generators, windows, pallets and totems. Survivors who interact with an infected object, or are vomited on directly by The Plague, will eventually become fully infected. Fully infected Survivors become injured and unable to be healed, will cough and vomit at frequent intervals, and can infect objects they touch as well as other Survivors they interact with.

Infected Survivors may use The Plague’s fountains to cleanse and heal themselves, but this will allow The Plague access to her secondary power, causing her vomit to no longer infect objects and Survivors, but instead to function as a projectile attack which can injure Survivors directly.

While she excels at keeping the Survivors perpetually injured, The Plague is largely reliant upon the Survivors cleansing to unlock the full potential of her power. Like other ranged abilities, her power is also quite difficult to use without a direct line of sight to the Survivor.

PLAY THIS KILLER IF YOU ENJOY...

Crippling your opponent(s) slowly and using their decisions to your advantage regardless of circumstance.



THE PLAGUE (ADIRIS)

SPOTTING THIS KILLER IN THE WILD

The most obvious sign of The Plague's presence is the fountains scattered around the map. Other clues include infected objects, which will appear with green smoke rising from them, and other infected Survivors, which are indicated not only by their vomiting but also by a green splatter behind their character portrait in the bottom-left of the screen.

WHAT CAN THIS KILLER DO?

The Plague can vomit on Survivors and objects from a range, infecting them on contact. After a while, infected Survivors will become fully infected, which will automatically injure them and prevent them from being healed. They will also cough and vomit regularly, making stealth extremely difficult, and infect any object they touch. Uninfected Survivors can become infected by interacting with fully infected Survivors or objects. Survivors may cleanse at a fountain to get rid of the infection, but this will potentially allow The Plague access to her secondary power, which temporarily turns her projectile vomiting attack into one which can injure any Survivor it hits.

WHAT CAN I DO AGAINST THEM?

First and foremost, avoid getting infected for as long as possible. If you are clean, try not to touch infected objects or fully infected Survivors. If you do become infected, being vomited on, performing interactions and sprinting will all speed up the rate of infection until you become fully infected.

Additionally, try to cleanse strategically. It can be a mistake to avoid cleansing at all costs, just as it can be a mistake to cleanse too often. If you do cleanse, try to do so at fountains in places where The Plague is less likely to go, such as at the edges of the map or near completed generators.

THE GHOST FACE (DANNY JOHNSON)

ATTRIBUTES

MOBILITY 

TRACKING 

PASSIVE SLOWDOWN 

STEALTH 

RANGE 

TARGET SLOWDOWN 

OBSTACLE BYPASS 

HERDING 

CROWD CONTROL 

CHASE CLOSURE 

STRENGTHS AND WEAKNESSES

The Ghost Face has the power to mask his terror radius and red stain, like other stealth Killers, and moves at full speed while doing so. He can also crouch and lean out from behind cover to avoid being seen by Survivors. While in stealth, The Ghost Face can stalk Survivors, temporarily marking them with the Exposed status effect, which allows him to put them into the dying state with a single hit.

Survivors who spot The Ghost Face while he is in stealth can look at him to reveal him, deactivating his power temporarily. This vulnerability can be particularly devastating as the majority of The Ghost Face's strength is tied to his stealth abilities. However, when a Survivor is looking at him, The Ghost Face is notified of their general direction, and if a Survivor manages to break his stealth completely, they activate his Killer Instinct, which reveals their location for several seconds.

PLAY THIS KILLER IF YOU ENJOY...

Playing very stealthily and stalking your oblivious opponent(s) from a distance.



THE GHOST FACE (DANNY JOHNSON)

SPOTTING THIS KILLER IN THE WILD

The only way to detect The Ghost Face without seeing him directly is if he manages to mark another Survivor with the Exposed status effect, in which case a red circle will appear around the Survivor's portrait in the bottom-left of the screen.

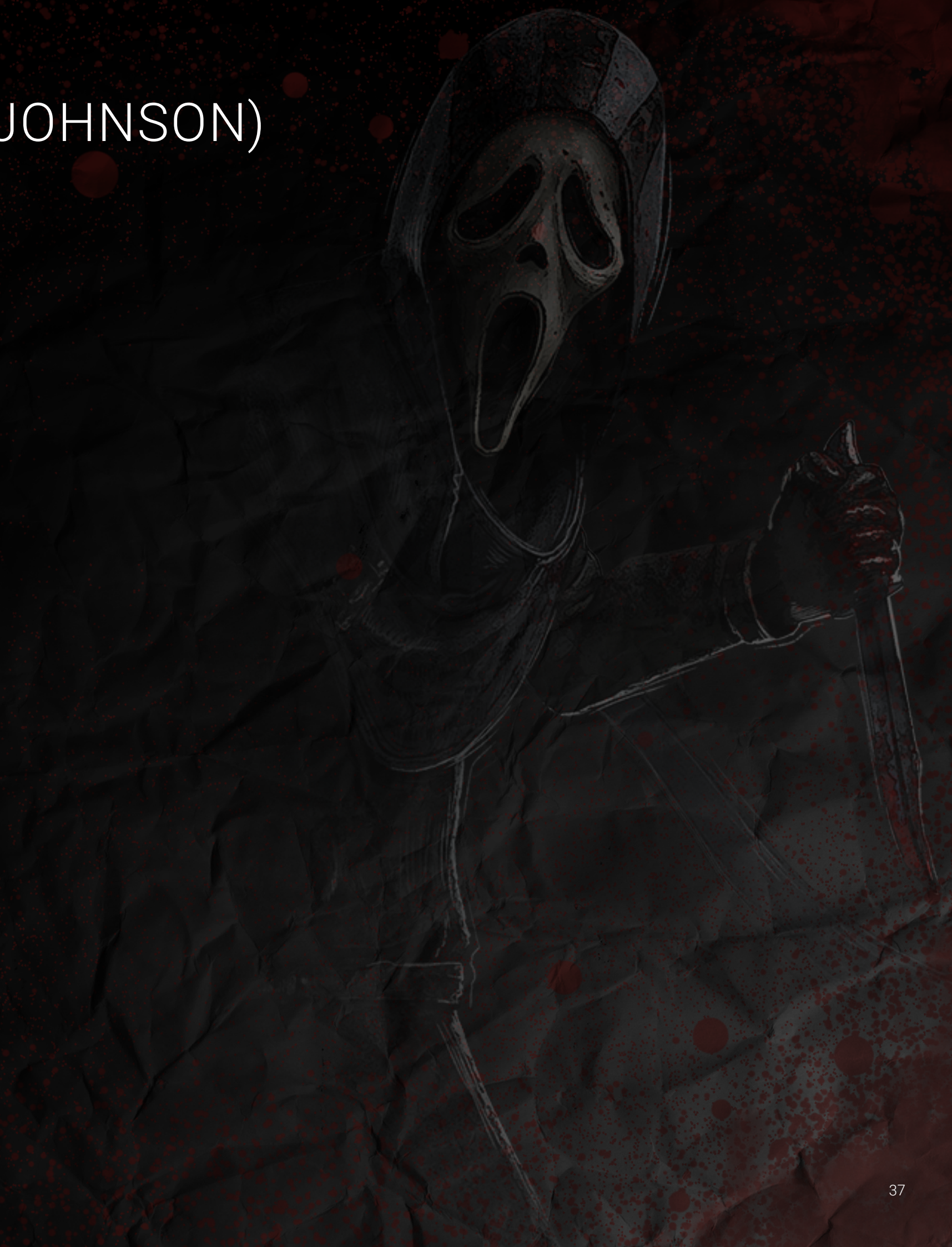
WHAT CAN THIS KILLER DO?

The Ghost Face can hide his terror radius and red stain, crouch down and lean out from behind cover, allowing him to stalk Survivors without being seen. If he stalks a Survivor for long enough, they will become temporarily Exposed and can be downed with a single hit from the Killer.

The Ghost Face can be broken out of stealth by Survivors, but their locations will be revealed to him in doing so.

WHAT CAN I DO AGAINST THEM?

If you notice The Ghost Face nearby, try to break line of sight to stop him from stalking you. Looking at him for several seconds will deactivate his stealth and prevent him from stalking temporarily. While looking at a Ghost Face in stealth, you will hear a sound effect gradually growing in intensity until his stealth is broken. However, this is best done when he already knows where you are, as looking at The Ghost Face while he is in stealth, or breaking his stealth altogether, will reveal your location to him.



THE DEMOGORGON

ATTRIBUTES

MOBILITY	    	TARGET SLOWDOWN	    
TRACKING	    	OBSTACLE BYPASS	    
PASSIVE SLOWDOWN	    	HERDING	    
STEALTH	    	CROWD CONTROL	    
RANGE	    	CHASE CLOSURE	    

STRENGTHS AND WEAKNESSES

The Demogorgon can traverse the map by placing portals on the ground and teleporting between them, and may activate his power to reveal the locations of all Survivors who are near a portal. He also has an extended lunge attack which, when charged, allows him to leap forward and hit a Survivor in front of him.

His teleportation is limited, however, as he only has access to six portals by default, the time taken to move between them can be relatively long, and the ability itself has a moderate cooldown. Furthermore, Survivors can break The Demogorgon's portals fairly quickly and easily, although they cannot hear the terror radius and are therefore vulnerable while doing so.

PLAY THIS KILLER IF YOU ENJOY...

Portal-based travel, and the ability to hunt down and pounce on your opponent(s).

THE DEMOGORGON

SPOTTING THIS KILLER IN THE WILD

The Demogorgon is identifiable mainly by his unique chase music, but also by the portals he places around the map, and the loud shriek that he emits every time he uses his ranged “Shred” attack.

WHAT CAN THIS KILLER DO?

The Demogorgon can place portals on the ground, which he may use to teleport around the map. Survivors who step on one of these portals become unable to hear the Killer’s terror radius for a short period, and Survivors near portals may have their locations revealed to the Killer when he channels his power. After The Demogorgon emerges from a portal, both his terror radius and red stain are hidden for several seconds.

The Demogorgon also has an extended lunge attack, which allows him to leap forward a great distance and hit the first Survivor in his path.

WHAT CAN I DO AGAINST THEM?

Survivors can close the Demogorgon’s portals, although they will be unable to hear his terror radius while doing so. Unless you are closing them, try to stay away from portals as much as possible. If The Demogorgon stops to charge his Shred attack during a chase, take advantage of the ability’s lack of turning sensitivity by dodging to the side, ideally behind a wall or other cover.

THE ONI (KAZAN YAMAOKA)

ATTRIBUTES

MOBILITY	    	TARGET SLOWDOWN	    
TRACKING	    	OBSTACLE BYPASS	    
PASSIVE SLOWDOWN	    	HERDING	    
STEALTH	    	CROWD CONTROL	    
RANGE	    	CHASE CLOSURE	    

STRENGTHS AND WEAKNESSES

The Oni charges his power by collecting “Blood Orbs” from injured Survivors, and once charged, it can be activated at will. While his power is active, The Oni can move around the map at high speed, and unlike **The Hillbilly**, does not receive any penalty for colliding with objects while doing so. He can also strike with his weapon, putting any and all Survivors hit into the dying state immediately.

Due to its reliance on blood dropped by injured Survivors, The Oni’s power is difficult to activate early in the game, as he must get at least one hit to make any significant progress. For the same reason, he is likely to struggle if the Survivors are able to heal quickly and frequently enough to cripple his power. The Oni’s power is also deactivated automatically if he picks up a Survivor off the ground while it is active.

PLAY THIS KILLER IF YOU ENJOY...

Being fast, loud and powerful.

THE ONI (KAZAN YAMAOKA)

SPOTTING THIS KILLER IN THE WILD

The Oni can be most reliably identified by his unique terror radius music. There is also a sound effect which plays, map-wide, when his power gauge is full, and his roar when he activates his power can likewise be heard across the entire map.

WHAT CAN THIS KILLER DO?

The Oni collects “Blood Orbs” from injured Survivors to fuel his power, and can fill up around half of his power gauge by hitting a single healthy Survivor. Once his power is ready, he can activate it for about a minute, during which time he is able to both dash around the map at high speed and instantly put any Survivors hit by his special attack into the dying state. His power will be instantly deactivated, however, if he picks a Survivor up off the ground. Injured Survivors also constantly drop Blood Orbs, which can be seen only by the Killer, and which he may use to track hidden Survivors. The Oni cannot see Blood Orbs while his power is active.

WHAT CAN I DO AGAINST THEM?

Because his power relies largely on being able to injure Survivors and keep them injured, staying healthy is of particular importance when playing against The Oni. If his power is active, stay out of his way and don't stay grouped together with other Survivors, where the Killer may be able to down all of you at once. If The Oni's power is active and he is chasing you, try to make it difficult for him to land his instant-down attack by running around tight corners and keeping your distance wherever possible.

THE DEATHSLINGER (CALEB QUINN)

ATTRIBUTES

MOBILITY	    	TARGET SLOWDOWN	    
TRACKING	    	OBSTACLE BYPASS	    
PASSIVE SLOWDOWN	    	HERDING	    
STEALTH	    	CROWD CONTROL	    
RANGE	    	CHASE CLOSURE	    

STRENGTHS AND WEAKNESSES

The Deathslinger’s weapon is able to shoot and spear Survivors from a distance, allowing him to reel them in and hit them. If a healthy Survivor is speared, they become injured and are inflicted with the Deep Wound status effect, regardless of whether they manage to escape without being hit directly or not. The Deathslinger can also spear and hit survivors through windows, and his spear has a very small hitbox, allowing him to shoot it through narrow gaps in the environment. He also has an unusually small terror radius, although his movement speed is likewise limited.

In order to down a speared Survivor who is already injured, The Deathslinger must reel them in to melee range. Unfortunately, the chain on The Deathslinger’s weapon is somewhat fragile, and will slowly decay over time the longer a Survivor remains speared. If the chain passes through an object or another Survivor, it will break much faster, and if it is broken before The Deathslinger is able to hit the speared Survivor, the Survivor will escape and the Killer will be temporarily stunned. Additionally, The Deathslinger must frequently slow down to reload his weapon, as he is only able to fire one shot at a time.

PLAY THIS KILLER IF YOU ENJOY...

Precise aiming, sniping opponents from a short distance, or grabbing a helpless opponent and dragging them towards you.



THE DEATHSLINGER (CALEB QUINN)

SPOTTING THIS KILLER IN THE WILD

The Deathslinger can be recognised by his unique terror radius music, although the terror radius itself is quite small. The gunshot sound whenever he fires his weapon can be heard from far away, and will scare all crows within a 20-metre radius.

WHAT CAN THIS KILLER DO?

The Deathslinger can fire his weapon at Survivors and spear them, forcing them to attempt to break his chain or be dragged towards him and hit. The Deathslinger's chain can be broken by the speared Survivor, as well as by other Survivors' interference. It is also possible for The Deathslinger to spear a Survivor and hit them through a window.

If a Survivor manages to escape the spear, the Killer will be stunned for a few seconds and the Survivor will be injured and inflicted with a Deep Wound, from which they must mend themselves to avoid falling into the dying state. If a healthy Survivor is speared and hit by the Killer, they will likewise be injured and inflicted with Deep Wound, but if an injured Survivor is speared and hit, they will be put into the dying state.

WHAT CAN I DO AGAINST THEM?

If you are speared by The Deathslinger, try to move either right or left such that there are as many walls or obstacles between you and the Killer as possible. This will make it more difficult for him to reel you towards him, and cause the chain to break faster. Other Survivors can also stand in the way of the chain to accelerate its decay.

If you are afflicted with the Deep Wound status effect, you must mend yourself, or have another Survivor mend you, before the timer runs out, or you will fall into the dying state automatically. The Deep Wound timer will not decay if you are sprinting.

The Deathslinger only has access to one spear at a time before needing to reload, so if he has taken a shot and not reloaded since, you are safe from his power. Otherwise, try to break line of sight as much as possible while in a chase with him to avoid being speared by his weapon.

THE EXECUTIONER (PYRAMID HEAD)

ATTRIBUTES

MOBILITY	    	TARGET SLOWDOWN	    
TRACKING	    	OBSTACLE BYPASS	    
PASSIVE SLOWDOWN	    	HERDING	    
STEALTH	    	CROWD CONTROL	    
RANGE	    	CHASE CLOSURE	    

STRENGTHS AND WEAKNESSES

When his power is active, The Executioner leaves behind a continuous trail along the ground, which remains in place for over a minute, causing all Survivors who step on this trail to become “Tormented” and reveal their locations to him for a few seconds. He is also able to perform a ranged attack which injures all Survivors along a path in front of him, ignoring any walls or objects in the way.

After The Executioner knocks down a Tormented Survivor, he can choose to send them to a cage on the opposite side of the map or even kill them outright rather than hooking them, which saves him time and bypasses common anti-hooking techniques such as flashlight and pallet saves, hook sabotage, and the perk Decisive Strike.

Survivors can, however, avoid becoming Tormented by navigating around or crouching while walking over The Executioner’s trails, potentially rendering that aspect of his power useless. His ranged attack is also able to be dodged by attentive Survivors, and costs 20% of his power gauge to use.

PLAY THIS KILLER IF YOU ENJOY...

Laying traps for your opponent(s) and bypassing obstacles in your path.

THE EXECUTIONER (PYRAMID HEAD)

SPOTTING THIS KILLER IN THE WILD

The Executioner is identifiable by his unique chase music, as well as by the trails he leaves around the map and the distinctive sound of his weapon dragging along the ground everywhere he goes.

WHAT CAN THIS KILLER DO?

The Executioner uses his power to leave trails on the ground around the map. Survivors who step on these trails have their location temporarily revealed to the Killer and become “Tormented”, making them vulnerable to being caged or killed, rather than hooked, later on in the match.

If a Tormented Survivor is in the dying state, the Killer may choose to send them to a “Cage of Atonement” on the other side of the map. These cages require you to be rescued by another Survivor, and negate all hook-related perks. If you are in a cage during the second stage of your sacrifice, you will be required to succeed increasingly difficult skill checks. Failing these will cause the sacrifice meter to drain more quickly.

While his power is active, The Executioner may also perform a ranged attack, which travels along the ground in a straight line in front of him, damaging all Survivors in its path. This attack is equally effective regardless of any walls or obstacles standing in its way.

WHAT CAN I DO AGAINST THEM?

Try to avoid stepping on trails whenever possible, or crouch while walking over a trail to bypass its effects. If you do become Tormented, you can clear the effect by being rescued, or rescuing another Survivor, from a Cage of Atonement.

If you see or hear The Executioner’s sword going into the ground during a chase, be prepared to dodge a ranged attack, but try not to get too close to him in doing so, as he may simply cancel his ability and hit you with a basic attack instead.

CONCLUSION AND ACKNOWLEDGEMENTS

Thank you for taking the time to read this guide. I hope that you will find it a useful reference as you learn more about the world of Dead by Daylight, regardless of which role you decide to pursue.

As mentioned, the information contained herein is meant as a general indicator, not an objective final judgement on any of the characters. I hope to continue updating it in the future as more Killers are released.

This guide was written and designed by Fibijean.

Backgrounds created by Fibijean.

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