

The Good Guy Add-ons Rework Proposal

A community feedback document focused on add-on identity, readability, rarity consistency, and gameplay variety. Proposed values are examples and can naturally be adjusted by the development team.

This proposal aims to improve Chucky's add-ons by making them more useful, more coherent with his power, and more interesting to play. The goal is not to make The Good Guy oppressive, but to give his add-ons clearer identities: stealth, deception, psychological pressure, Slice & Dice mastery, window traps, generator traps, and better readability around Illusory Footfalls.

Several current add-ons feel too weak, too punitive, or misplaced in rarity. Some provide very small bonuses that are barely noticeable, while others impose heavy drawbacks for limited benefits.

Rarity	Modified add-ons
Common	Electric Carving Knife
Uncommon	Silk Pillow, Jump Rope
Rare	Straight Razor, Running Shoes, Rat Poison, Safety Helmet
Very Rare	Portable TV, Pile of Nails, Plastic Bag, Mirror Shards
Ultra Rare	Iridescent Amulet, Good Guy Box

Common Add-ons



Electric Carving Knife

Proposed rarity: Common | **Previous rarity:** Uncommon

Proposed effect

Reduces the cooldown of the Slice & Dice attack by 10%.

Justification

This add-on takes over the role of a simple, lightweight cooldown bonus previously held by Good Guy Box. Since Good Guy Box is reworked into an Ultra Rare add-on focused on Slice & Dice power, Electric Carving Knife becomes the Common add-on dedicated to a small and readable improvement to the attack cooldown. The effect is simple, clear, and appropriate for a Common rarity.

Uncommon Add-ons



Silk Pillow

Proposed rarity: Uncommon | **Rarity downgrade**

Current effect

Reduces the Terror Radius by 6 meters.
Increases Slice & Dice charge time by 50%.

Issue

The current drawback is too heavy. Increasing Slice & Dice charge time by 50% makes the special attack feel much less comfortable to use for a relatively small stealth bonus. As a result, the add-on is not very attractive because it directly weakens one of Chucky's main tools.

Proposed effect

Successfully hitting a Survivor with Slice & Dice reduces Chucky's Terror Radius by 10 meters for 30 seconds.
This effect does not stack.

Justification

This version turns the add-on into an earned stealth bonus. Instead of punishing Chucky before he acts, it rewards a successful Slice & Dice hit. It reinforces his identity as a stealthy and unpredictable Killer without making the effect too powerful.



Jump Rope

Proposed rarity: Uncommon

Proposed effect

The sounds produced by Chucky during a Slice & Dice dash are suppressed.
After vaulting a window or passing under a pallet with Slice & Dice, Chucky produces no noise for 1 second.

Justification

This gives Jump Rope a clear stealth-audio identity. It does not increase damage or chase power directly, but it makes Chucky more deceptive during and immediately after a dash, especially around windows and pallets. The 1-second silence keeps the effect short and manageable for an Uncommon add-on.

Rare Add-ons



Straight Razor

Proposed rarity: Rare | **Previous rarity:** Very Rare

Current effect

Slice & Dice inflicts the Hemorrhage and Mangled status effects for 80 seconds.

Issue

The add-on does not justify its current rarity. Hemorrhage and Mangled are useful, but generic. They do not significantly change how Chucky is played and do not create gameplay specifically tied to his power. Similar effects exist on other Killers at lower rarities.

Proposed effect

Effect unchanged: Slice & Dice inflicts the Hemorrhage and Mangled status effects for 80 seconds.

Justification

The effect can remain useful as an anti-healing tool, but it fits better as a Rare add-on than a Very Rare add-on. Downgrading its rarity makes its placement more consistent with its real impact in a match.



Running Shoes

Proposed rarity: Rare | **Rarity unchanged**

Current effect

Dashing with Slice & Dice grants 2% Movement Speed for 5 seconds.

Issue

The current bonus is too weak and does not address the real problem with Slice & Dice. In practice, Survivors can often turn sharply after a pallet or window, making the attack difficult to confirm. A 2% speed bonus barely changes this interaction.

Proposed effect

Each time Chucky vaults a window or passes under a pallet with Slice & Dice during Hidey-Ho Mode, he gains 1 token, up to a maximum of 3 tokens.

On the next Slice & Dice, each token increases Movement Speed during Slice & Dice by 2%.

All tokens are consumed when Slice & Dice is used.

After the tokens are consumed, Running Shoes enters a 30-second cooldown.

Because this add-on uses tokens and a cooldown, an on-screen status icon should show the current token count, whether the add-on is on cooldown, and when it is ready again.

Justification

This version turns Running Shoes into a momentum-based add-on. Chucky builds up speed by using his power around windows and pallets, then spends that momentum on the next Slice & Dice. The 30-second cooldown prevents constant chaining, and the on-screen indicator is important for readability.



Rat Poison

Proposed rarity: Rare

Current effect

When performing Slice & Dice, the auras of Survivors within 6 meters of Chucky are revealed for 2.5 seconds.

Issue

The current effect overlaps too much with Wooden Ruler, which already provides aura reading around Chucky with a much larger range. As a result, Rat Poison feels like a weaker and less distinct version of another add-on.

Proposed effect

Increases by 20% the amount of time during which Chucky can steer the trajectory of Slice & Dice.

Justification

This gives Rat Poison a different role: control instead of information. It helps Chucky better correct his trajectory when Survivors sharply change direction, without giving free aura reading or guaranteed hits.



Safety Helmet

Proposed rarity: Rare | **Previous rarity:** Ultra Rare

Current effect

Special Break: Dashing under a pallet breaks it immediately.

Issue

The effect seems strong on paper, but is often not profitable in practice. After passing under a pallet with Slice & Dice, Chucky continues forward while Survivors can simply turn left or right, making the attack very difficult to confirm. The add-on can become a loss of tempo rather than a true chase tool.

Proposed effect

During Slice & Dice, dashing under a pallet breaks it immediately and ends Slice & Dice. Survivors within 6 meters of the broken pallet suffer from 5% Hindered for 3 seconds.

Justification

This version keeps the pallet-breaking identity while giving Chucky a more immediate and useful anti-pallet effect. The Hindered effect is short and limited to Survivors close to the broken pallet, so it helps against sudden turns without removing counterplay.

Very Rare Add-ons



Portable TV

Proposed rarity: Very Rare | Previous rarity: Rare

Current effect

Once the Exit Gates are powered, increases Slice & Dice duration by 70%.

Issue

The current effect is too late and too passive. It does nothing for most of the match and only becomes useful once the Exit Gates are powered. Even for a Rare add-on, it is too situational and lacks personality for Chucky.

Proposed effect

When Chucky damages a generator, it becomes trapped and its aura is revealed in yellow. When a Survivor repairs that generator long enough to stop its regression, the trap triggers:

- Chucky receives a loud noise notification.
- Survivors repairing the generator are blinded by a flash for 3 seconds.
- Affected Survivors suffer from Blindness for 15 seconds.
- The generator plays a Chucky voice line audible within 16 meters.
- Chucky gains 300 Deviousness points for the "Televised Trap" score event.

Portable TV has a 30-second cooldown.

Possible voice lines:

- "Ha ha ha!"
- "Hidey-ho, asshole!"
- "Watch out, I'm coming!"
- "You touched the wrong generator!"

Justification

This version turns Portable TV into a true generator trap. It is more thematic: signal interference, flash, Chucky voice lines, and psychological pressure. It rewards Chucky for predicting when Survivors will return to a damaged generator, without giving permanent pressure for free.



Pile of Nails

Proposed rarity: Very Rare | **Rarity unchanged**

Current effect

Manually exiting Hidey-Ho Mode grants 3 seconds of Undetectable.

Issue

The current effect is based on an action players have very little reason to perform: voluntarily ending Hidey-Ho Mode. The player sacrifices an active power for only 3 seconds of Undetectable, even though Hidey-Ho Mode already provides stealth.

Proposed effect

During Hidey-Ho Mode, Chucky sees the auras of vault windows within 16 meters.

During Hidey-Ho Mode, Chucky can trap up to 3 vault windows.

Trapped windows are highlighted in yellow.

When a Survivor vaults a trapped window:

- The Survivor screams, revealing their position to Chucky.
- The Survivor suffers from 5% Hindered for 10 seconds.

When a trapped window is crossed by either Chucky or a Survivor, the trap is disabled.

Only Survivors suffer the trap effects.

Justification

Windows are one of Chucky's biggest weaknesses. This version turns Pile of Nails into a chase-preparation tool. Chucky can trap windows during Hidey-Ho Mode, giving him a tactical answer to strong loops without completely removing Survivor counterplay.



Plastic Bag

Proposed rarity: Very Rare | **Rarity unchanged**

Proposed effect

When a Survivor crosses Illusory Footfalls during Hidey-Ho Mode, they suffer from Exhausted for 15 seconds.

Their aura is revealed to Chucky for 2 seconds.

Justification

This version makes Illusory Footfalls more threatening. Survivors can no longer ignore them as easily: if they cross the illusions, they are briefly revealed and suffer Exhausted. The effect remains limited because it depends on Hidey-Ho Mode and the placement of the Illusory Footfalls.



Mirror Shards

Proposed rarity: Very Rare | **Rarity unchanged**

Proposed effect

During Hidey-Ho Mode, The Good Guy sees the auras of Illusory Footfalls generated around Survivors within 24 meters.

Illusory Footfalls are much louder for Survivors.

Survivors occasionally hear Chucky's laugh near Illusory Footfalls.

Justification

Illusory Footfalls are an important part of Chucky's identity, but they can lack readability for the Killer and may be too easy for Survivors to ignore. This adjustment lets Chucky better understand where his illusions are active without revealing Survivor auras directly. The louder sounds and occasional laughter reinforce the mind-game and psychological pressure.

Ultra Rare Add-ons



Iridescent Amulet

Proposed rarity: Ultra Rare | **Rarity unchanged**

Current effect

Increases Hidey-Ho Mode duration by 50%.
Basic Attacks immediately end Hidey-Ho Mode.

Issue

The duration bonus is interesting, but the drawback is too punitive. The add-on encourages Chucky to make better use of a longer Hidey-Ho Mode, but immediately punishes him for using a Basic Attack, making the add-on feel frustrating and restrictive.

Proposed effect

Increases Hidey-Ho Mode duration by 50%.
Basic Attacks no longer immediately end Hidey-Ho Mode.
As a replacement drawback, either:
- Increases Slice & Dice charge time by 20%;
or
- Increases recovery time by 20% after an attack with Slice & Dice.

Justification

This version keeps the identity of a longer Hidey-Ho Mode while replacing the current harsh drawback with a more coherent trade-off around Slice & Dice. The second option preserves Chucky's ability to start the attack smoothly, but makes him pay after using it.



Good Guy Box

Proposed rarity: Ultra Rare | **Previous rarity:** Common

Proposed effect

Increases Slice & Dice duration by 50%.
Increases the attack duration of Slice & Dice by 20%.
Increases Hidey-Ho Mode cooldown by 2 seconds.

Justification

This version transforms Good Guy Box into an aggressive Ultra Rare add-on focused on Slice & Dice. The effect is powerful, simple, and immediately noticeable: Chucky can dash for longer and has a more forgiving attack window. In exchange, Hidey-Ho Mode takes longer to recharge, creating a clear risk if the attack is used poorly.

Closing note

This document is meant as community feedback and discussion material. The exact numbers are not presented as final balance demands; they are examples meant to clarify the design direction behind each proposed add-on change.