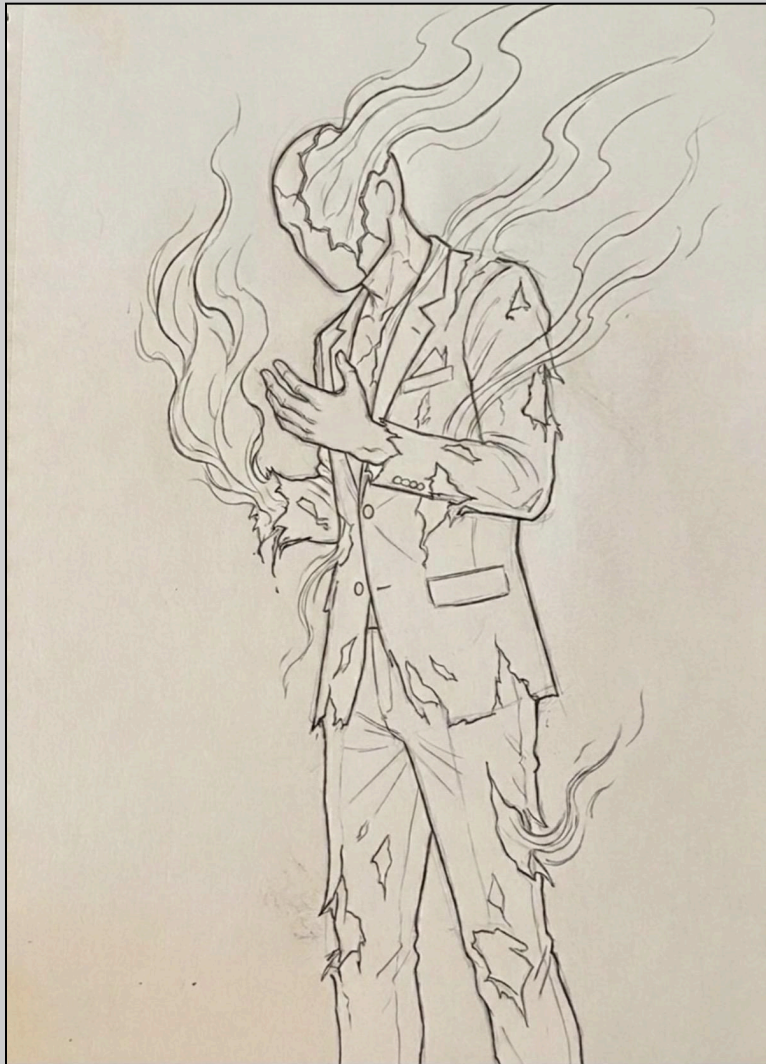


The Proxy

Dead by Daylight Killer Concept

Difficulty: Hard

The Proxy is a Control and Anti-Loop Killer, capable of binding Survivors to the environment to shut down strong tiles. Using his power, The Binding Stitch, he forces Survivors to make difficult choices between slowing down or taking a hit.



Looks

The Vessel (Physical Form)

He has the tall, slender build of a male mannequin, but his movements lack the stiffness of plastic. He moves with a jerky, stop-motion elegance like a puppet whose strings are being pulled by an invisible, angry hand. His "skin" is a cold, eggshell-white porcelain that shows hairline cracks where the Entity's power is bursting through.

The Mask of Perfection

His head is a smooth, featureless oval, save for a pristine white porcelain mask.

- The Fracture: The right side of the mask is violently shattered, revealing a hollow, pitch-black and blue void.
- The Void: This isn't just an empty hole but it's a swirling maelstrom of blue and dark, charcoal-colored smoke. This thick, ink-like energy spills out of the head and drifts upward like a ghostly flame.

The Legacy Suit

He wears a bespoke, three-piece tailored suit in a deep, sapphire blue as it is the very outfit that was intended to be Arthur Winters' masterpiece.

- The Ruin: The suit is in tatters. Large, jagged tears across the chest, shoulders, and thighs reveal the hollow mannequin frame beneath.
- The Corruption: Dark entity tendrils seep through the seams of the fabric, wrapping around his limbs and torso like living stitches trying to hold a dying dream together.
- The Hands: His hands are bare porcelain, stained at the fingertips with the same black "ink" that pours from his mask.

The Tether (In-Trial Visuals)

When he uses his power, his left hand doesn't just reach, but it emits a thick, rope-like cord of blue and dark, pulsating energy. In the Trial, this cord physically connects his hollow palm to the survivor or the environment, looking like a heavy, supernatural stitch that keeps his "patterns" from escaping.

Animation & Audio Cues

- Idle Animation: While standing still, he occasionally adjusts his tie or smooths his jacket with a trembling, porcelain hand—a residual habit from Arthur Winters.
- Walking: He doesn't truly "run"; he strides with long, predatory steps, his head tilted at an unnatural angle as if he's constantly measuring the Survivor's silhouette.
- Stun Animation: When stunned by a pallet, he doesn't grunt. Instead, you hear the high-pitched clink of porcelain cracking and the sound of fabric ripping, followed by a low, distorted radio-static growl.

Backstory: The Silent Partner

Arthur Winters didn't die with a roar of anger but he died with a whimper of regret. In those final seconds after Isabelle fled into the office, Arthur reached for his "Silent Partner," the mannequin Grafton, not to strike it, but to steady himself. He looked at the blue suit, his last masterpiece, and realized it was just a hollow shell, much like his relationship with his daughter. He wanted to apologize, to tear the suit off, and to tell her to go.

But the Entity doesn't feed on apologies. It feeds on the debt of those mistakes.

When the Fog swallowed the room, it didn't just take the suit and the porcelain; it took that final, desperate spark of Arthur's consciousness and fused it into the mannequin. But the Entity stripped away his ability to act on his own. It kept Arthur's mind sharp and awake inside the porcelain skull, but gave the controls to the "void" spilling out of the mask.

Now, Arthur is a passenger in a body that represents his greatest failures. When he sees Isabelle in a Trial, his mind screams for her to run, to hide, to get away from him. But his porcelain hands, moved by those thick, black entity threads, reach out to bind her.

He is forced to watch through the shattered mask as his own hands "measure" his daughter for a hook. Every step he takes feels like wood grinding against wood, a constant, physical reminder that he is no longer a man, but a "proxy" for the Entity's cruelty.

The "Glitched" Animations

- The "Wait" Gesture: Occasionally, after performing a successful hit, The Proxy's arm will jerk violently, pulling away from the Survivor as if trying to stop itself from swinging again. His hand will tremble, and for a split second, he will look at his palm in horror before the Entity forces his head back up.
- The Broken Stride: His walk isn't a smooth hunt. He often stumbles or his legs lock for a micro-second, as Arthur's remaining will tries to "trip" the mannequin to give the Survivors more time to gain distance.

The "Crying" Audio

- Not a Growl, but a Grinding: He doesn't breathe or grunt. Instead, he emits a sound like a violin string being stretched too tight until it snaps.
- Distorted Whispers: When near Isabelle, you don't hear a heartbeat; you hear a low, distorted playback of a man's voice—Arthur's voice—stuttering. It's not a threat; it's a broken loop of the word "Sorry" or "Run," warped by the Entity into a terrifying, metallic hiss.

Abilities

Killer Power: The Binding Stitch

Primary Ability: Entity Seam

The Proxy can fire a bolt of dark entity energy from his hollow palm.

- The Tether: If the bolt hits a Survivor, a dark, elastic thread connects them to the surface behind them (a wall, a tree, or a generator).
- The Restriction: Tethered Survivors are Hindered (5%) and cannot move further than 8 meters from the anchor point.
- The Snap: To break free, a Survivor must "Snap the Thread" by moving away from the anchor for 3 seconds. Doing this reveals their Aura for 4 seconds. Alternatively, they can "Unpick" the stitch (a 2-second interaction), which is silent.

Secondary Ability: Vain Display

The Proxy tilts his head, revealing the void within his shattered mask.

- All Survivors within 12 meters of The Proxy's front-facing cone have their vision clouded by dark "sketches" and ink for 3 seconds.
- During this time, they suffer a 15% penalty to all interaction speeds (Vaulting, Pallet Dropping, Unhooking).
- Cooldown: 30 seconds.

Unique Perks

Parental Reprimand

Your authority is absolute, and noise will be corrected.

Whenever a Survivor performs a Fast Vault or Pallet Drop within 24 meters of you while you are in a chase with a different Survivor, the object they interacted with is blocked by the Entity for 8/10/12 seconds.

Seamless Pursuit

You move with the focus of a needle through silk.

After breaking a Pallet or Breakable Wall, gain a 5% Haste effect for 6/8/10 seconds. This effect is lost immediately if you perform a basic attack.

Fitting Session

Each strike is a measurement of their worth.

Every time you hit a Survivor with a basic attack, gain a Token (up to 4).

- Each Token reduces the Survivor's Great Skill Check success zone by 10/15/20%.
- If a Survivor is healed to full, you lose 1 Token associated with that Survivor.

Unique Ability: The Trembling Thread

This replaces/augments the "Vain Display" ability to show his lack of control.

When The Proxy uses The Binding Stitch, he doesn't just fire a bolt. His arm visibly shakes as if he is fighting the movement.

- The Toll of Will: Every time The Proxy successfully Tethers a Survivor, Arthur's internal struggle causes the mannequin's porcelain skin to crack further.
- Visual Reward: By the end of a match where he has used his power many times, The Proxy is a shattered wreck, held together entirely by the black Entity smoke, representing how the Entity has completely consumed what was left of the father to get to the daughter.