

The Purple Guy

“Willaim Afton”

4.6 Movement Speed
32m Terror Radius
Medium/Tall

“William Afton was a pioneer, one of the people willing to dive into the animatronic market with his best friend Henry Emily. Together they founded Fazbear Entertainment and opened the small eatery Fazbear’s Family Diner. Together William and Henry developed animatronic suits held together by springlocks that employees would wear to entertain the children that frequented the diner. His oldest child always teased his youngest about the robotic suits, saying they will kill him or get him in his sleep. William didn’t pay attention to these petty pranks until one day, his youngest left and never came back. His oldest and his friends had played a prank by putting the younger child’s head inside of Fredbear’s mouth. Their laughter was cut short when Fredbear’s mouth dropped shut, crushing the youngest’s head and killing him instantly. William, struck with grief and anger, became mentally insane and killed Henry’s daughter Charlotte in the parking lot of the diner.

After the diner was closed and springlock suits were banned, he created a pizzeria featuring a whole cast of animatronic animals. Freddy the bear, Bonnie the bunny, Chica the chicken, and Foxy the fox. Shortly after, his thirst for murder makes him reassemble the old springlock suit. After making sure the parts are in working conditions, he puts on the old yellow bunny suit and searches for his next victim. He comes across a dog outside the pizzeria and kills it. He finds a little girl named Susie asking where her dog went and if he had seen him. William coaxes her into the pizzeria with the false promise of giving her dog back before brutally murdering her in the back room. Not satisfied enough, he lures another 5 children into the same back room and kills every one. After the final child was killed he placed the bodies on the tables for everybody to see. As the parents were looking for the missing children they stumble upon the corpses of their children and scream in horror. The police are called and everybody left the pizzeria, giving William time to hide the bodies before they can be linked back to him. He stuffs four of the children into the animatronic suits and hides the last ones before the police can begin an investigation. William was brought in for interrogation but was ultimately declared not guilty and let go. Not long

after William hears a voice, promising immortality through a substance in the souls of his victims. He starts harvesting the souls looking for the material the mysterious voice said was there, but could not turn up any solid evidence.

A couple years go by and William opens Freddy Fazbear's Pizzeria to the public once more. This time he redesigned the animatronics to be more colorful and vibrant, while also installing security measures to prevent another robotic killing in his restaurant. His bloodlust wasn't over though. He hid his identity and posed as a security guard Mike Schmidt. During the night shift he would tamper with the security systems, causing the machines to be more aggressive to the point of killing adults. After another unfortunate accident left his pizzeria shut down, he had to look for targets somewhere else.

When he tried to leave his pizzeria behind, the souls of the kids he killed appeared in front of them. William was terrified of facing his past deeds and ran, but no matter where he went the kids would cut him off. He ran back into the safe room, and found his old springlock suit. After putting it on to scare the souls away, the moisture in the air caused the locks to snap shut, piercing through his internal organs. As he dropped to the floor, he heard a familiar voice. It reassured him that he had found his wish, and as the world grew dark the smell of fresh air and damp wood filled his nose. When he opened his eyes again, he was left in a forest standing next to his suit. The voice called itself The Entity, and it promised to satisfy his bloodlust as long as he kept collecting souls for it. Knowing that he would never be in trouble again, he headed towards a small camp nearby, ready to don his suit."

Power 1: Assembly

The Purple Guy starts with an extra chest on the map only he can interact with. Inside the chest is parts of a special Spring-Bonnie suit. It begins the trial with 3 pieces inside and holds a total of 8 pieces. After getting all 8 pieces you can equip the suit and gain new abilities. Each survivor in the round starts with a suit piece on them that will drop when they are put into the dying state. The Purple Guy automatically picks them up and can carry any amount of of Spring-Bonnie parts.

Power 2: Ventilation Shafts

After equipping the Spring-Bonnie suit, The Purple Guy gains the ability to travel between vents that The Entity has placed across the map. Vents will appear close to the floor on the sides of walls or on floors in wide spaces. After traveling he will appear with a normal terror radius.

Power 3: The Grand Stage

The Purple Guy starts the trial with a brightly lit stage with Bonnie, Freddy, and Chica standing lifeless upon it. After a survivor has been hooked twice The Purple Guy gains the ability to carry them to the stage and stuff them into one of the 3 suits, effectively killing them. After an animatronic has been stuffed with a survivor, they will jolt to life and start patrolling a random area of the map. If a survivor gets spotted by a patrolling animatronic, the animatronic will scream and charge the survivor. After reaching the survivor the animatronic will grab them and attempt to crush them against its body. If the survivor can resist long enough the animatronic will let go and power off. If the survivor cannot repel the animatronic they will get crushed against it and be put into an injured/dying state.

Clarifications:

- **The chest containing the Spring-Bonnie suit spawns on the stage**

- **It takes 3.5 seconds base to put the suit on once its completed**
- **Equipping the suit changes the height of the killer to Large, increases the terror radius to 40, and increases his movement speed to 4.8 meters per second**
- **Traveling to another vent takes 3 seconds baseline**
- **The Stage can only appear on the outer section of the map or in the large buildings (completely map dependent)**
- **Stuffing them in an animatronic counts as a kill by the players hand and takes the same amount of time a normal mori would**
- **The animatronic is controlled by a cpu. It has an effective range of 12 meters, runs at 5.0 meters per second. Chases for a maximum of 7 seconds, travels in the shortest path possible, and always has a 20 second cooldown when it shuts off. It will shut off after a survivor pushes it off, after it hits a survivor, and if it fails to reach a survivor its chasing.**
- **Survivors grabbed by an animatronic have to spam the same button they use while in the struggle state and only takes 3 seconds to push the animatronic away.**

PERKS:

Listed in order from 30, 35, and 40.

Pizza Party: Hitting a survivor that's within 2 meters of a hook while carrying another survivor will put them into the dying state. This ability goes on cooldown for 180/150/120 seconds.

Like Clockwork: Breaking a generator gives you a token to a maximum of 3. Each token will regress the generator by an extra 3/6/9 percent every time you break a generator. You lose a token each time a generator is successfully completed.

Running Out of Time: When only 2 generators are needed to be completed you gain an additional 5% bonus movement speed while in a chase.

Add-ons:

Common:

Stray Wire: Slightly reduces time it takes to equip the Spring-Bonnie suit. (by .5 seconds)

Loose Screw: Slightly reduces time it takes to come out of a vent. (by .3 seconds)

Corroded Plating: Slightly reduces your lunge range. Gain 100% bonus to the Hunting category

Wood Shavings: Slightly increase break speed on generators. Slightly reduces break speed on pallets. (5% on both.)

Uncommon:

Thin Metal: Survivors hit while wearing the Spring-Bonnie suit are affected by the Blind status effect for 30 seconds

Spare Rod: Moderately reduces time it takes to equip the suit. (by 1 second)

Useless Grate: Moderately reduces time it takes to come out of a vent. (by .6 seconds)

Fizzled Lightbulb: Survivors hit while wearing the Spring-Bonnie suit are effected by the Mangled effect for 30 seconds

Ripped Childs Shirt: Survivors hit while wearing the Spring-Bonnie Suit show their auras for 1 seconds after being hit by your attack

Rare:

Sticky Fist: Survivors hit while wearing the Spring-Bonnie suit drop their carried item when hit by your basic attack

Custom Parts: Greatly reduces time it takes to equip the suit. (by 1.5 seconds)

Broken Vent Shaft: After exiting a vent you become undetectable for 2 seconds.

Overalls: Survivors hit while wearing the Spring-Bonnie suit reveal their auras for 3 seconds after being hit by your basic attack.

Improved CPU: Moderately increases the range your animatronics can see survivors. (by 4 meters)

Ultra Rare:

Moisturized Springs: While the suit is equipped your movement speed is reduced. Gain the ability to wait inside of vents and lunge at any survivors that come near you, dealing damage and causing them to scream.

Expired Coupon: Lose access to Bonnie, Chica, and Freddy for the duration of the trial. Gain a new ability: BB Scouts. Using the power button you can place a Balloon Boy by your feet. If a survivor comes within 8 feet of a Balloon Boy it will start laughing, alerting the killer. If the survivor is carrying a flashlight it will be disabled for 15 seconds. Spring-Bonnie can only carry 2 BB Scouts and can get more on the stage. A maximum of 4 BB Scouts can be placed at once. Placing a 5th BB Scout replaces the first one.

Your goal as The Purple Guy is to chase down survivors and try to get downs on each one as quickly as possible. After each survivor has gone down,

quickly head to the stage and equip your suit to enhance all of your basic abilities and gain access to new ones. After carrying a survivor that is on their death hook you must decide whether you can make it to the stage and gain an immense bonus, or to hook them like normal and move on. The more you bring to the stage, the harder the trial gets for your opponents.

I might do a survivor that would come with this killer later but this took me days to finish and its a rough draft. In my opinion we have been focusing to much on one aspect of the series instead of the main antagonist and this is what I came up with. Hopefully its balanced enough and good, I aint no high rank :)