



Dead by Daylight x The Evil Within

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Chapter 1 – Overview

This document outlines a complete crossover chapter for **Dead by Daylight**, inspired by **The Evil Within**.

It includes:

- a full Killer concept
- a Survivor concept
- all unique powers and perks
- a new map with a clear design philosophy

All content is written in an official **Dead by Daylight**–style format and follows realistic design and balance principles.

Chapter 2 – Killer: The Keeper

Role & Playstyle

The Keeper is a territorial control Killer.

Rather than relying on raw speed, he dominates the trial through:

- map control
- information denial
- psychological pressure

His gameplay rewards planning, positioning, and forcing Survivors into mistakes.

Unique Power – *The Vault Warden*

Placing Vaults

- The Keeper starts the trial with **4 Vaults** (up to **6** via add-ons).
- Vaults can be placed on walkable ground.
- Each Vault creates an **area of influence with a 45-meter radius**.

Fear Zone

Survivors inside the influence area of an **active Vault** suffer from:

- **Blindness**

The effect persists while the Survivor remains inside the area and lingers for **1 second** after leaving it.

Disabling a Vault (Survivor)

- Disabling takes **5 seconds**.
- Camera movement is restricted during the action.
- Difficult Skill Checks may appear.

Failure:

- The Survivor screams
- Killer Instinct is revealed for **3 seconds**
- The Vault remains active

Disabled Vaults **automatically reactivate after 30 seconds**.

Activating a Vault (Keeper)

- The Keeper may manually activate a disabled Vault.
 - Activation triggers a **Skill Check**.
 - Failing the Skill Check delays activation by **5 seconds**.
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Repositioning a Vault

- The Keeper may pick up **active Vaults**.
 - Picked-up Vaults immediately lose their effects.
 - The Vault can be placed and activated again at a new location.
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Secondary Ability – *Vault Resonance*

Activation

- The Keeper becomes **completely immobile for 3 seconds**.
- He may rotate and look around during this time.
- Animation: repeatedly striking the Vault head.

Effect

All Survivors within the influence area of an active Vault must succeed at **two rapid, reduced-size Skill Checks**.

Failure:

- The Survivor screams
- **50 % movement speed reduction for 6 seconds**
- The Survivor's aura is revealed for **3 seconds**

Success:

- No additional effect
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Teleport – *Vault Shift*

- Can be used after Vault Resonance
 - Teleports only to **active Vaults**
 - Duration: **3 seconds** (not instant)
 - Animation: The Keeper tears off his Vault head
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Killer Perks

Claustrophobia

When **2 or more Survivors** are within **24 meters** of each other, their repair, healing, and sabotage speeds are reduced by **6 / 8 / 10 %**.

The effect ends **3 seconds** after they separate.

Keeper of Fear

Each time a Survivor **screams**, you gain a Token (maximum of 5).

For each Token:

- **+2 %** faster Killer actions (breaking, picking up, Vault interactions, etc.)

All Tokens are lost when a Generator is completed.

Locked In

When a Survivor leaves an area they have remained in for **at least 20 seconds**, they suffer from:

- **Oblivious** for **20 / 25 / 30 seconds**
- Scratch Marks are suppressed for **6 seconds**

Cooldown per Survivor: **60 seconds**

Chapter 3 – Survivor: Sebastian Castellanos

Role & Identity

Sebastian is an information-focused and preparation-based Survivor.

His perks reward:

- planning
- awareness
- improvisation

He has no direct chase advantages, but enables stronger decision-making.

Unique Survivor Perks

Mirror Room

You can carry **two Items at the same time**.

- The second Item cannot have add-ons
 - The second Item cannot be obtained from Chests
 - Switch between Items using the mouse wheel
 - **0.5 seconds movement speed penalty** when switching
 - When an Item is depleted, it is automatically dropped
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Stem Vision

When you **enter a Locker**, Stem Vision activates.

Effect (4 / 5 / 6 seconds):

- The Killer's aura
- All Survivors' auras
- All Generators' auras

Aftereffect (6 / 5 / 4 seconds):

- Blindness
- Impaired perception

Cooldown: **60 seconds**

The effect ends immediately if you leave the Locker.

Walkie Talkie

Your walkie-talkie emits static when the Killer becomes aware of you.

Activates when:

- the Killer sees your aura
- the Killer has direct line of sight on you
- the Killer attempts to teleport to your location

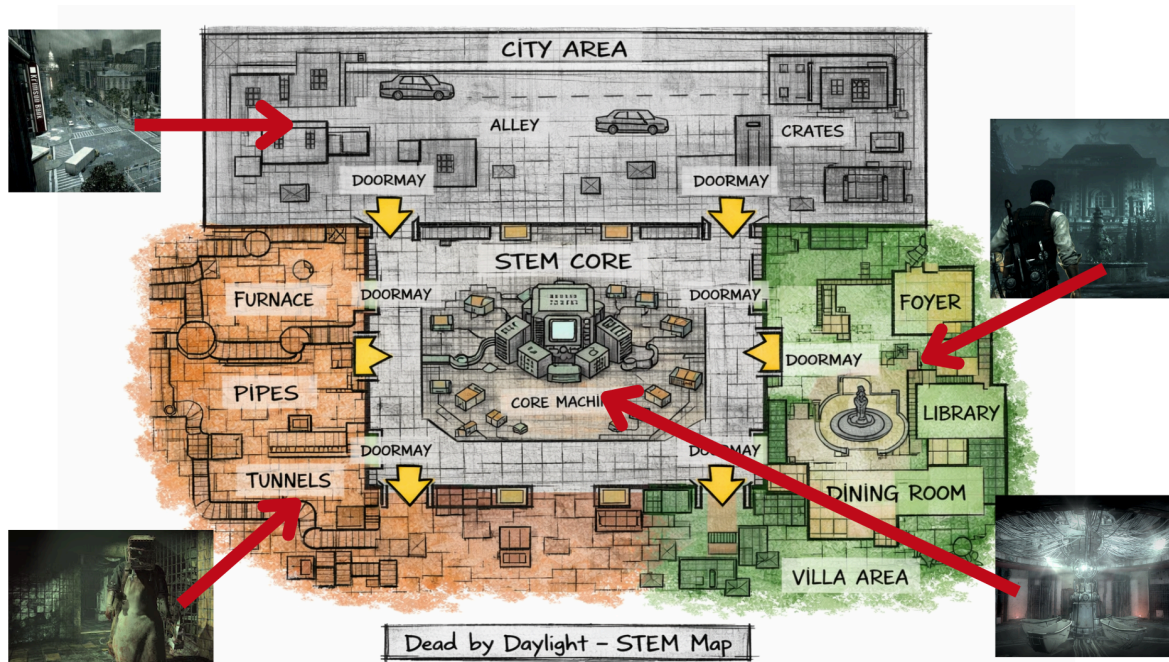
Effect:

- Audible static warning for **2 / 3 / 4 seconds**

Cooldown: **40 seconds**

No aura or HUD indication is shown.

Chapter 4 – Map Concept: STEM Fragments



Core Idea

The **STEM Fragments** map represents an unstable STEM sector where multiple memories and realities have merged.

All areas exist on a **single shared 2D plane**, ensuring:

- aura readability
- fair gameplay
- clear navigation

Transitions between fragments occur **seamlessly through doors**, without loading screens or teleportation.

Central Area – STEM Core

The STEM Core is the heart of the map.

- Contains the iconic **STEM Machine** (bathtub apparatus)
- Serves as the only true central hub
- Connects all major fragments

The Core features:

- long sightlines
- clear routing

- natural Generator hotspots
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Furnace Fragment

The Furnace area is a **self-contained STEM fragment**.

- Accessible only through the STEM Core
- No direct connection to the City or Villa

Features:

- boiler rooms
- pipe systems
- maintenance tunnels

Gameplay characteristics:

- tight spaces
- low visibility
- high risk

This fragment is thematically tied to **The Keeper**.

City Fragment

A distorted urban environment.

Features:

- streets
- alleys
- vehicles and crates
- long horizontal sightlines

Gameplay:

- more open movement
 - classic outdoor DBD loops
 - reduced safety due to visibility
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Villa Fragment (Ruvik-Inspired)

A quiet, structured mansion area.

Features:

- foyer as a routing hub
- library
- dining room
- multiple entrances and exits

Design goals:

- avoid dead-end indoor gameplay
 - allow smooth Survivor rotations
 - create deceptive psychological safety
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