

The Rookie

Dead by Daylight Survivor Concept

Backstory: The Longest Night

The streets of New Mombasa were never truly quiet. Between the distant thunder of Scarabs and the rhythmic pitter-patter of the rain, Jonathan Doherty—the "Rookie"—had become a ghost in his own city. After successfully reuniting his squad and escorting the Superintendent's data to safety, the Rookie found himself back in the field for one final sweep of the Mombasa ruins.

While investigating a localized slipspace rupture in a derelict ONI laboratory, the atmospheric sensors in his helmet began to flicker. A thick, unnatural fog, not the sea mist of the Kenyan coast, but something oily and cold, spilled from the vents. He raised his silenced SMG, expecting a Brute ambush, but the streetlights vanished.

The rain stopped. When the Rookie checked his HUD, the compass spun aimlessly. He wasn't in New Mombasa anymore. He was behind enemy lines in a realm where "Feet First into Hell" was no longer just a motto, but was a daily reality.



Unique Perks

1. VISR Uplink

Your tactical awareness allows you to highlight critical information.

- When you are within 12/15/18 meters of a Generator, its aura is revealed to all other Survivors.
- While repairing a generator, any Totems or Chests within a 16-meter radius are revealed to you in a bright green aura.

2. Lone Wolf

Years of solo reconnaissance have taught you how to move without being noticed.

- When you are more than 20 meters away from all other Survivors, your grunts of pain are reduced by 80% and your scratch marks stay visible for 1/2/3 seconds less than normal.

3. Combat Drop

You are trained to hit the ground running.

- After falling from a height, you do not stagger. Instead, you gain a 3% Haste status effect for 10/12/15 seconds.
- This perk has a cooldown of 60/50/40 seconds.

Screen Effects

Outline Effect:

When a perk reveals an aura (like a generator or a teammate), the object shouldn't just glow; it should be outlined with the iconic thin, neon-green or yellow "vector" line from the game.

Static Distortion:

When the Killer is within their Terror Radius, the edges of your HUD subtly flicker with scanlines and "Low Signal" interference, mimicking the way the VISR reacted to Covenant jamming.

The Chieftain

Dead by Daylight Concept Killer

Backstory: The Weight of the Hammer

Tartarus may have led the Jiralhanae to their "Great Journey," but it was Chieftains like Kromm who bled for it in the streets of New Mombasa. During the final hours of the city's occupation, Kromm found himself cornered in a burning plaza, surrounded by the charred remains of his pack and a mounting pile of human soldiers.

As a Covenant cruiser glassed the horizon, Kromm roared a challenge to the sky, his Gravity Hammer held high. He didn't fear the fire but he feared a death without honor. Just as a human orbital strike leveled the plaza, the flames didn't burn him but they turned cold. The smoke became a thick, suffocating black soot that pulled him into the earth. When Kromm opened his eyes, he was no longer in the New Mombassa he knew. He was in a different one, more dark and twisted and his hammer was now pulsing with a dark, new energy. The "Great Journey" had led him to a new hunting ground, and the Entity had found its most brutal executioner.



Abilities/Perks

Primary Weapon: The Gravity Hammer

A massive, two-handed war hammer. Successful hits have a slightly longer cooldown than average but deal massive knockback to the Survivor's camera.

Special Ability: Gravity Lunge

Press and hold the Power button to charge a forward leap. Upon release, The Chieftain lunges forward. If he hits a Survivor, they are dealt damage. If he hits the ground, he creates a Kinetic Pulse (3-meter radius) that causes nearby Survivors to scream and reveals their location for 3 seconds.

Special State: Invincibility (Rage)

As you damage Survivors and break pallets, you build a Rage meter.

- Once full, activate Invincibility.
- For 15 seconds, The Chieftain cannot be stunned or blinded.
- During this time, breaking a pallet or breakable wall is 50% faster, and the Gravity Lunge cooldown is significantly reduced.

Unique Perks

1. Pack Leader

Your presence inspires a primal fear that hinders coordination.

- While you are chasing a Survivor, all other Survivors within 32 meters of your location repair and heal 6/8/10% slower.

2. Shattering Strike

You don't just hit things; you destroy them.

- After damaging a Generator, the next Survivor who interacts with it will suffer from the Incapacitated status effect for 15/20/25 seconds.

3. Relentless Hunter

The smell of blood drives you into a frenzy.

- Every time a Survivor is unhooked at least 24 meters away from you, gain a 5% movement speed boost for the next 10/12/14 seconds.

Screen Effects

Rage Meter:

A vertical orange bar on the right side of the screen, styled after the Halo equipment icons. When full, it pulses with a fiery glow, and a prompt appears: [LB/R1] Activate Invincibility.

Visual Filters:

While in Rage mode, the edges of the screen turn a deep, angry crimson, and the sound of the Chieftain's heavy breathing and the hum of the Gravity Hammer become the dominant audio, muffling the background music.

New Map: New Mombasa – Sector Zero

Dead by Daylight Concept Map

The map is a sprawling urban nightmare set during the nighttime occupation. It's raining constantly, and the only light comes from flickering neon signs, burning wreckage, and the watchful "eyes" of the Superintendent.

Key Locations & Landmarks

• The Crash Site:

In the center of the map lies a crumpled SOEIV (Drop Pod). This serves as a "Main Building" equivalent. The pod is embedded in the asphalt, creating a natural ramp to a second-story office ledge.

• The ONI Alpha Site Lobby:

A large, two-story interior building with glass partitions (some shattered) and marble floors. It offers great "looping" potential around the reception desks and security gates.

• The "Canopy" Park:

A small, sunken plaza with holographic trees and park benches. It provides some greenery and soft cover in the middle of the concrete jungle.

Interior Gameplay & Logic

• Multi-Level Looping:

You can enter derelict apartment complexes and small storefronts. Stairs allow survivors to jump from second-story windows (triggering the Combat Drop perk) to lose the Chieftain in the narrow alleys below.



