

DBD Chapter Concept 4

High on Crush

New Map: Center of Knowledge – University

New Killer:

The School Girl

Speed: 4.5 m/s

Terror Radius: 20 m

Height: Average

Killer Power:



Press and hold the active ability button to open up a radial menu and be able to select one of the four abilities:

1. Bloodthirsty Beast

Select this ability to summon The School Girl's dog. While summoned, the dog will stay near The School Girl. If a survivor enters the Bloodthirsty Beast's 6 meters radius, the dog will transform into the Bloodthirsty Beast and start chasing the survivor. The Bloodthirsty Beast can be stunned by pallets and can vault through windows. (Vault speed is slightly faster than the killer's speed). The Bloodthirsty Beast can hit survivors, making them lose one health state, if the survivor is injured,

they will get Deep Wound. If the Bloodthirsty Beast hits a survivor or the Beast chasing a survivor for 60 seconds straight, it will disappear then the ability goes on a 45 second cooldown.

2. Deadly Art

Select this ability to take out a brush and a canvas. When standing in one place select a survivor in the trial and perform a drawing animation. The animation takes up 10 seconds. When the survivor was drawn, that survivor will get the Expose and Blindness status effects for 60 seconds and become the Obsession. If that survivor is the Obsession already a sound effect will be triggered for the killer. When the effects have been expired the ability goes on a 60 second cooldown. The killer gets continuous skill checks during the animation, when missing a skill check the animation will be ended and the ability goes on a 30 second cooldown. After missing a skill check and ending the drawing, the killer gets angry and gets a 7% Haste effect for 10 seconds. This status can be seen on the killer, her blood stains glowing bright red and can heard her angriness on the entire map.

3. Silent Please

Upon activating this ability, the killer screams and all survivors suffer from the Deafened status effect for 45 seconds. The action takes 3 seconds to perform. During the status effect, survivors can't hear properly. After 45 seconds the ability goes on a 30 second cooldown.

4. Art of Stalking

Select and activate this ability to make The School Girl disappear and laugh crazily that can be heard on the entire trial. The killer gains invisibility and gains Undetectable. In this state the killer can see the survivors but cannot see the scratch marks and cannot attack. Press activate ability button 1 to leave this state. Leaving this state takes 3 seconds, gain Hindered status effect for 2 seconds and she giggles that can be heard on the entire trial. While in this state she can stalk (like The Shape or Ghostface). Stalking has no radius. While stalking she can't move. Stalking builds up a progression bar, reaching maximum upgrades all other abilities. Upgraded abilities can be seen on the hud.

Upgrades:

- Bloodthirsty Beast: Cannot be stunned by pallets. Chasing time is 65 seconds.
- Deadly Art: Two survivors can be drawn at once, survivor that has been selected first will be the Obsession. Drawing animation takes 5 seconds. Effects last for 30 seconds for each survivor.
- Silent Please: Deafened status effect lasts 50 seconds. The Obsession suffers from Hindered status effect for 15 seconds.

Reaching maximum progression bar will force The School Girl to leave her 'Art of Stalking' state and return to her normal state, then the ability disables. Selecting one of her upgraded abilities will be performed and the other abilities

downgrades to their normal state. After selection the 'Art of Stalking' ability goes on a 30-second cooldown.

Killer Perks:

Can't Decide

„Just wait your turn. I'll get obsessed with you eventually.”

The Obsession suffers from the Hindered and Blindness status effect reducing the survivor's movement speed by 8%.

- The Obsession changes every 30 seconds
- When 2 survivors left, Obsession changes every 60 seconds
- When 1 survivor left this perk deactivates.

The killer can be obsessed only one survivor at a time.

Can't stop stalking

„I know where you are. I always do.”

3 generators that are farthest from each other become trapped generators. Trapped generators have a 10 meters range. The killer can read survivors auras inside the range for 2 seconds in every 6 seconds. If those generators get

repaired another generator will become trapped. When exit gates are powered, this perk deactivates.

Hex: Shifting Torment

„No one escapes the rotation of suffering.”

*All effects of the **Hex Perk** persist until its Hex Totem is cleansed or blessed.*

- 2 random survivors gain Blindness status effect
The other 2 survivors gain Hindered status effect

The effects switches between survivors every 30 seconds.

The Hex totem's aura can be seen inside it's 4 meters range.

New Survivor:

Bruno Vell

HUN

Bruno Vell egy ügyes egyetemista volt. Tanulás, tanulás hátán és egy kis munka. Nagyon szerette az életét, és persze a barátnőjét. Végzős hallgatóként már várta, hogy megkapja a diplomáját. Barátnője Clara Winterfield nagyon büke volt rá. Együtt laktak az egyetem kollégiumában. Egyik este mikor Bruno hazaért óráiról Clara még nem volt otthon, de ő ezt nem tudta. „Clara, merre vagy” – kérdezte, de nem jött válasz. Egyik szoba teljesen sötét volt, ajtaja félig csukva. Fekete köd jött ki belőle, mikor benyitott, a szoba közepén

állt egy rózsaszín hajú lány, ruhája véres, kezében kés, félelmetes mosolya az arcán, „Szia édes, már hiányoztál” – mondta a lány majd becsapódott az ajtó Bruno mögött. Mikor Clara hazaért, kereste Brunot de nem találta. Nem találta sehol. Sem a konyhában, sem a hálósobában. 6 hónappal az eset után Clara úgy döntött hagy egy üzenetet a szobában hátha elolvassa és haza utazott szüleihez az Alpokba. Hogy mitörtént Clarával azt már tudod. A szerelmes pár már nem lesz együtt.... soha..... többé.....

ENG

Bruno Vell was a good student. Studying, studying and a little work. He loved his life and of course his girlfriend. As a graduate student, he was already waiting to receive his diploma. His girlfriend Clara Winterfield was very fond of him. They lived together in the university dormitory. One evening when Bruno came home from classes, Clara was not home yet, but he didn't know it. "Clara, where are you?" he asked, but there was no answer. One of the rooms was completely dark, the door half-closed. A black mist came out of it, when he opened it, in the middle of the room stood a girl with pink hair, her clothes bloody, a knife in her hand, a scary smile on her face, "Hi honey, I missed you already" - the girl said and the door slammed behind Bruno. When Clara got home, she looked for Bruno but couldn't find him. He couldn't find him anywhere. Not in the kitchen, not in the bedroom. 6 months after the incident, Clara decided to leave a message in the room in case he read it and traveled home to her parents in the Alps. You already know what happened to Clara. The couple in love would never be together again.... ever..... ever.....

Survivor Perks:

Sanctuary Zone

„Step close, and the fog itself seems kinder.”

You get a 4 meters radius for the duration of the trial.

Survivors entering your radius:

- Will see your aura
- Can see each other's aura
- Heal 20% faster
- Killer can't read their aura for 15 seconds after entering the radius
 - Once activated, this effect can be reactivated after 60 seconds.

Effects lasts for 5 seconds after leaving the radius (for other survivors)

You won't get any of these effects.

Invocation: Omnia Videntes

„*To see everything is to offer yourself first.*”

When in the Basement near the circle, press the *Active Ability button* to begin the *Invocation*, which takes **60 seconds** to complete.

During an *Invocation*, your Aura is revealed to all other Survivors and they can join in, accelerating the process by **+100 %**, if they too have an *Invocation Perk* equipped, or by **+50 %**, if they have not.

Once the *Invocation* is completed, the following effects apply:

- All survivors can see the following auras in a 20 meter proximity:
 - Generators
 - Other survivors
 - Vault locations
 - Pallets (standing and downed)
 - Hooks
 - Scourge Hooks
- All survivor's repair speed reduced by -10%
- You gain Exposed status effect for 3 seconds every 10 seconds until the end of the trial.

Gift of Relife

„I carry what you cannot.”

Heal a total of 20 seconds to activate this perk. When activated go to a survivor's 2 meters proximity and press active ability button 1 to transfer all of their debuffs on you and transfer all of your buffs on them if persist for the remaining time each debuffs and buffs has. You can see the debuffs you'll get and buffs you'll lose. Can't use if the survivor has no any debuffs.