

DBD killers

GAME MASTER- LAURENCE Winston

OVERVIEW: The premise of this character is to use well place traps and kiting methods to make survivors "follow a specific story that you set up". GM is not a pursuer type of character, he prefers to sit at the head of game table controlling every move the survivor makes. This unorthodox method of actually voluntarily falling into traps and doing the GM's events makes it a unique experience. However If survivors don't play his game the right way he will take things into his own hands. This killer maybe slower compared to other killers, however this killer's ability to control the flow of the game every step of the way makes him extremely terrifying. He also hard counters gen rushing completing 2 without appeasing the Gm will throw him into a rage in which he can effectively (with the right add-ons) completely stop a games progress until he is appeased or **Story Time** ends.

Ideas thrown around: Places traps, controls obstacles, rigs activatable objects, transforms, fake gens, slow, weak, tells story, controls cameras, curses/blesses survivors. Formulating a movement method to get to survivors quickly after they are injured/downed; maybe trap teleportation, or traps that down survivors marks and teleports them to "GM's office/basement" if they aren't saved in 10 seconds?

Base Movement speed: 3.80 m/s Slower then survivor speed

Basic attack: hits with staff standard speed

Lunge attack: slides across ground ramming survivor 7.5 m/s has Increased lung speed or distance.

All other speeds default or slightly slower

Power: Fabrication of story

F.O.S. User Power button: Allows GM to take over cameras scattered or self-placed around the map.

F.O.S. Secondary power button: Allows GM to place curse traps on surfaces around him.

F.O.S. User Power button (hold): Allows Gm to enter **Story Time**

While in camera -

Secondary power button: Allows Gm to place curse traps all around the map.

Attack button: Allows GM to spring traps damaging survivors.

Interactions button: change trap from cursed to blessed.

While looking at trap

- Press Secondary power button: To activate targeted trap.
- Press Interactions button to change trap from cursed to blessed.

While in Story Time-

-Story Time is charged through "Feedback"

-GM gains Feedback from; survivors avoiding traps, chases, and encounters: as well as watching survivors on camera and tazing them (if add-on is used). The more the survivors progress without "playing the GM's game" the faster (effect stacks) the Gm will go into his **Story Time**.

-GM moves at 1.5 speed of survivors

-Traps are automatically activated

-Survivor auras are shown the first 5 secs

-Gm wizard staff lights up allowing him to shoot magical spells

-Gm is no longer able to activate traps manually during this time.

-Gm can be appeased by survivors running/jumping through traps

- Survivors Activating traps in Story Time **TREMENDOUSLY** reduces feedback.

Perk 1- Rejected Proposal- Any survivor hit with a basic attack loses a perk **ability for 120 seconds** or **until injury is healed**. Rejected Proposal has a cooldown of 60 seconds.

Perk2- HEX- Fortunate Encounter: Anytime a survivor is blessed add a token (Max of 5) anytime a survivor is injured remove 2 tokens if a survivor is put into a dying state remove all tokens. For every token speed of all actions is increased by 5%

Perk3- Critical Failure: Any survivor missing a skillcheck gets injured and deep wound status effect applied, However notifications from failed skill checks are disabled.

ADDONS-

Dexterity check:	Activated traps now apply deep wound status effect to survivors.
I'm in control now:	extends duration of story time
Efficient story telling:	All Bless traps activate automatically. Curse traps have a 25% chance of activating automatically.
Preparation:	Gives GM extra cameras to place around
Dissatisfaction:	Equips cameras with tazers that stun and prevent survivors from performing any actions
Unacceptability:	Gm will remain in Story Time (unlimited time) until survivors appease him. However feedback decreases Significantly faster.
Heckling Crowd:	Gm feedback increases faster
Contentment:	Gm feedback decreases Considerably Slower

OPTIONAL ADDITIONS

Boss Spreadsheet: allows Gm to cycle through all powers (direction pad or alternative method)

green scroll: When spell is placed on ground any survivor coming into contact with it will be bound until another survivor saves them or they struggle free. Survivors are put into the deep wound status effect if survivor struggles free.

red scroll: When spell lands it creates a "wall of fire" damaging survivors who cross through it.

blue scroll: When spell is conjured all survivors are put into an exhaustive state.

yellow scroll: If chain lightning spell successfully hits survivor it chains to all survivors in the immediate area and all are put into the injured state.

chaos scroll: When spell is conjured The entity blocks all things from being used.

spells are cast by holding down secondary power button.

If multiple spell scrolls are used together they can be cycled through (direction pad or alternative method)

All spells are able to be casted as long as GM stays in **Story Time**