

Dead by Daylight – Midchapter Patch Part 2

Dark Sense: Unlocks potential in your Aura-reading ability:

Each time a Generator is completed, Dark Sense activates:

The Aura of the Killer is revealed to you for 5/7/10 seconds, as soon as they come within 24 metres of you, after which Dark Sense deactivates.

Dark Sense doesn't work while you are on the hook.

Kinship: The importance of friendship has given you strength.

While you are on the Hook in the Struggle Phase, Kinship activates:

If the killer is within 16 metres of your Hook while Kinship is active for at least 15 seconds, the Struggle Phase timer is paused for 25/30/35 seconds.

Skill Checks are paused for that duration.

Resilience: You are motivated in dire situations.

Increases your Action speeds in Repairing, Healing, Sabotaging, Unhooking, Vaulting, Cleansing, Blessing, Opening, and Unlocking by 3/6/9 % when in the Injured State.

Slippery Meat: You have developed an efficient way to get off Hooks.

Grants 3 additional Self-Unhook attempts.

Increases the Self-Unhook chance by 4/5/6 %.

Grants a 7% Haste Status Effect for 5 seconds upon self-unhooking.

Small Game: You have the undeniable capability to sense danger.

Receive an auditory warning upon looking in the direction of Totems in a 45 ° cone within 8/10/12 metres.

Small Game has a cool-down of 10 seconds each time it activates.

For each Dull or Hex Totem cleansed by any Player, Small Game gains 1 Token:

Each Token decreases the Detection cone's angle by 5 °, down to a minimum of 20 °.

This Is Not Happening: You perform at your best when you are under extreme stress.

Increases the Success zone of Good and Great Skill Checks while Repairing and Healing by 10/20/30 % when in the Injured State.

Increases the Skill Check Trigger odds while Repairing and Healing by 5% when in the Injured State.

Claustrophobia: Your ties to the Entity manifest when your prey attempts to get away.

Whenever a Generator is completed, all Windows within 32 metres of it become blocked for all Survivors for the next 20/25/30 seconds.

Once the last Generator is completed, all Windows on the Map become blocked for the next 30 seconds.

The Auras of the block Windows are revealed to you in white for the duration.

Hex: No One Escapes Death: A Hex rooting its power on hope.

You are animated by the power of your Hex Totem when the Survivors are on the verge of escaping.

Once the Exit Gates are powered, if there is still a Dull Totem remaining on the Map, Hex: No One Escapes Death activates and lights it:

Increases your Movement speed by 3/4/5 %.

Whenever an Exit Gate is not being opened by a Survivor, it will immediately and automatically regress its Opening progress at 50/75/100 % of the normal Opening speed

Hex: No One Escapes Death remains inactive if no Dull Totems are available.

The Hex effects persist until its Hex Totem is cleansed.

Insidious: You know how to sneak up on your prey without getting noticed.

After a Survivor gets hooked, gain the Undetectable Status Effect for 5/7/9 seconds.

Insidious extends the duration of the Undetectable Status effect by 1 second.

Insidious benefits from its own effect.

Iron Grasp: Your powerful grasp on Survivors causes escapes to be nearly impossible.

While carrying a Survivor you benefit from the following effects:

Decreases Wiggle effects, which cause you to strafe sideways, by 75 %.

Increases Wiggle duration by 5/10/15 %.

Scourge Hook: Mountrous Shrine: Your fervent care of the Hooks found in the Basement has aroused The Entity's interest.

At the start of the Trial, 4 random Hooks, as well as the Basement Hooks, are changed into Scourge Hooks:

The Auras of Scourge Hooks are revealed to you in white.

Each time a Survivor is hooked on a Scourge Hook, the following effect applies whenever you are farther than 24 metres from the hooked Survivor:

Accelerates the Sacrifice Process by 10/15/20 %.

Note: The perk icon now remains unlit until leaving the 24 metres range of the Scourge Hook.

Sloppy Butcher: You know where to hit to make them bleed.

Wounds inflicted by Basic Attacks cause Survivors to suffer from the Haemorrhage and Mangled Status Effect:

Increases the Regression rate at which partial Healing Progression is lost through Haemorrhage by 15/20/25 %.

Both Status Effects are removed once the Survivor is fully healed.

Spies from the Shadows: The Crows found in the Trial Grounds can communicate with you directly.

Crows startled by Survivors within 20/28/36 metres alert you with a Loud Noise Notification.

More Crows will spawn throughout the Map.

Spies from the Shadows has a cool-down of 5 seconds between alerts.

Autodidact: You start the Trial with a -25 % Progression penalty for Skill Checks for healing other Survivors. Altruistic heals have their increased Skill Check Trigger odds increased by 20%.

For every successful Skill Check completed while healing a Survivor, Autodidact gains 1 Token up to a maximum of 3/4/5 Tokens.

Each Token grants a +15 % bonus Progression for a successful Skill Check while healing Survivors and reduces the Trigger odds of Skill Checks by 4% while healing Survivors.

Great Skill Checks cannot be performed while using Autodidact.

Autodidact is not active when using a Med-Kit to heal.

Better Than New: You are an expert in combat medicine.

Patients leave your care reinvigorated.

Upon completing a Healing action on another Survivor, they benefit from the following effects until the next time they take damage:

Increases their Action speeds in Healing, Sabotaging, Unlocking, Cleansing, and Blessing by 12/14/16 %.

Boon: Dark Theory: Your obsessive study of the paranormal has given you unprecedented knowledge of other Realms and planes of existence.

Press and hold the Active Ability button near a Dull or Hex Totem to bless it and create a Boon Totem.

Soft chimes ring out within a radius of 24 metres.

Survivors inside the Boon Totem's range benefit from the following effects:

- 2 % Haste Status Effect.

- Footstep volume is reduced by 50%.

- Both effects linger for 2/3/4 seconds after leaving the Boon Totem's range.

You can only bless one Totem at a time.

All equipped Boon Perks are active on the same Boon Totem.

Note: Audio levels are multiplicative.

Buckle Up: Unlocks potential in your Aura-reading ability.

- You can determine the Recovery progress of dying Survivors by the intensity of their Aura at a distance of 48 metres away.

- When another Survivor within 48 metres gets put into the Dying State, gain 50% healing speed for healing dying Survivors. This last until the dying Survivor is either hooked, healed into the Injured State or dead.

- When healing another Survivor from the Dying State to the Injured State, the Killer's Aura is revealed to the both of you for 6/8/10 seconds.

Calm Spirit: Animals seem to trust you as they often stay calm in your presence.

- Prevents Crows from being alerted by your proximity and flying off, unless they are being stepped on.

- Suppresses the urge to scream from pain at all times.

- Suppresses all noises related to unlocking or rummaging through Chests, and cleansing or blessing Totems.

Reduces their Interaction speed by 30/25/20 %.

Dance With Me: When performing a rushed action to vault a Window, Pallet, or leave a Locker, you will not leave any Scratch Marks for the next 3 seconds.

Reduces your footstep volume by 25% for the duration.

Dance With Me has a cool-down of 30/25/20 seconds.

Deception: Your adventurous lifestyle requires moments of crafty misdirection.

Interact with a Locker while holding the Sprint button to trigger a Loud Noise Notification for the killer at your location instead of entering the Locker.

You will not leave any Scratch Marks or Pools of Blood for the next 3 seconds.

Reduces your footstep volume by 75% for the duration.

Deception can only be triggered once every 60/50/40 seconds.

Decisive Strike: Using whatever is at hand, you stab your aggressor in an ultimate attempt to escape.

After being unhooked or unhooking yourself, Decisive Strike activates for the next 40/50/60 seconds:

When being grabbed or picked up by the Killer, succeed a Skill Check to automatically escape their grasp, stunning them for 4 seconds.

Successfully stunning the Killer will disable Decisive Strike for the remainder of the Trial and result in you becoming the Obsession.

While Decisive Strike is active, performing Conspicuous Actions will deactivate it for the remainder of the Trial.

Decisive Strike deactivates once the Exit Gates are powered.

Increases the odds of becoming the Killer's initial Obsession by +100 %.

The Killer can only be obsessed with one Survivor at a time.

Hyperfocus: You throw yourself entirely into your tasks and find ways to be more efficient than anyone else.

After hitting a Great Skill Check while repairing or healing, Hyperfocus gains 1 Token, up to a maximum of 5 Tokens

For each Token, the following stack-able effects are applied:

Increases the Skill Check Trigger odds by +2 % per Token.

Increases the Skill Check Rotation speed by +4 % per Token.

Increases the Skill Check Bonus progression by 10/20/30 % of its base value per Token.

Hyperfocus loses all Tokens when succeeding a Good Skill Check, failing a Skill Check, or if the action is interrupted by any means.

Hyperfocused is not active when using a Toolbox to repair.

Leader: You are able to organise a team to cooperate more efficiently.

Increases the Action speeds of other Survivors in Healing, Sabotaging, Unhooking, Cleansing, Blessing, Opening, and Unlocking by 15/20/25 % while they are within 8 metres of your location.

This effect lingers for 15 seconds when leaving Leader's range.

Leader does not stack with other instances of itself.

Left Behind: You will get the job done... no matter the cost.

Whenever you are the only Survivor in the Trail currently not in the Dying State, hooked, or already dead, Left Behind activates:

The Aura of the Hatch is revealed to you when within 32 metres.

Grants a 2% Haste Status effect and Footstep volume is reduced by 100% for 70/80/90 seconds.

Note: Left Behind will only reveal the Aura of the Hatch , if the conditions have been met for it to become visible. Otherwise ist Aura will not be shown.

No Mither: Go on out, kid, it is just a scratch.

Your thick blood coagulates practically instantly.

You suffer from the Broken Status Effect for the entire Trial, but benefit from the following effects:

Pools of Blood are suppressed.

When injured or dying, Grunts of Pain are reduced by 50/75/100 %.

Your Recovery speed is increased by 25 %.

You can recover fully from the Dying State.

Note: Soundtracks that play while being injured will now longer play when having No Mither equipped.

Object of Obsession: A supernatural bond links you to the Killer.

Whenever the Killer reads your Aura and for the same duration as they do so, Object of Obsession activates:

The Killer's Aura is revealed to you.

Increases your Action speeds in Repairing, Healing, Sabotaging, Cleansing and Blessing by 2/4/6 %.

If you are the Obsession your Aura is automatically revealed to the Killer for 3 seconds every 30 seconds.

Increases the odds of becoming the Killer's initial Obsession by +100 %.

The Killer can only be obsessed with one Survivor at a time.

Poised: Achieving goals boosts your confidence.

After a Generator is completed, you benefit from following effects for 12/14/16 seconds:

2% Haste Status Effect.

Scratch Marks are suppressed.

Footstep volume is reduced by 100%.

Reassurance: Your presence helps allies focus, assuaging the panic associated with extreme conditions.

When within 8 metres of a hooked Survivor, press the Active Ability button to halt their Sacrifice Process for the next 20/25/30 seconds.

If the hooked Survivor has already entered the Struggle Phase, its Skill Checks are paused for that duration.

Reassurance can only be used once per Hook instance.

Red Herring: You have noticed that people pay attention to whatever makes the loudest noise.

After repairing a Generator for at least 3 seconds, its Aura is highlighted to you in yellow.

The Generator stays highlighted until it is either fully repaired, you start repairing another Generator, or enter a Locker.

Entering a Locker will trigger a Loud Noise Notification for the Killer at the highlighted Generator's location.

Red Herring has a cool-down of 60/45/30 seconds.

Repressed Alliance: You are accustomed to being hunted by malicious forces, and you have begun using it to your advantage.

After repairing Generators for a total of 60/50/40 seconds, Repressed Alliance activates:

Press the Active Ability button to call upon The Entity to block the Generator you are currently repairing for 30 seconds, after which Repressed Alliance deactivates.

The Aura of the blocked Generator is revealed to all Survivors in white.

Resurgence: You have come back from near impossible odds... and you will do it again.

After being unhooked, unhooking yourself, being recovered or having recovered instantly gain 40/45/50 % to your Healing progress.

Saboteur: Unlocks potential in your Aura-reading ability:

For the duration of the Killer carrying another Survivor, you see the Aura of every Hook within 56 metres of the pick-up location:

The Auras of regular Hooks are revealed to you in white.

The Auras of Scourge Hooks are revealed to you in yellow.

Unlocks the ability to sabotage Hooks without needing a Toolbox:

Sabotaging a Hook without a Toolbox takes 2.5 seconds.

The Sabotage action has a cool-down of 80/70/60 seconds.

Sole Survivor: As more of your friends fall to the Killer, you become shrouded in isolation and the Killer's Aura-reading abilities towards you are disrupted.

Each time a Survivor other than yourself is killed or sacrificed, Sole Survivor gains 1 Token, up to a maximum of 3 Tokens:

Each Token grants a stack-able radius of 20/22/24 metres within which the Killer is unable to read your Aura, up to a maximum of 60/66/72 metres.

Whenever you are the only Survivor currently not in the Dying State, hooked, or already dead, you benefit from the following effects:

Increases your Repair speed of Generators by +75 %.

Increases your Opening speed of the Exit Gates and the Hatch by +50 %.

Increases the odds of becoming the Killer's initial Obsession by +100 %.

The Killer can only be obsessed with one Survivor at a time.

Technician: You are apt at handling machinery with the greatest care and precision.

Failing a Skill Check while repairing:

- Prevents the Generator Explosion.

- Applies the default Regression penalty.

- Technician reduces the audible range of your Generator-repairing noises by 8 metres.

Vigil: You look over your friends even in dire situations.

- Increases your Recovery rate from the Blindness, Broken, Exhaustion, Exposed, Haemorrhage, Hindered, and Oblivious Status Effects by 20/25/30 %.

- This effect also applies to all other Survivors within 8 metres of your location and lingers for 15 seconds.

- Vigil does not stack with other instances of itself.

Bamboozle: Performing a Vault action is 15 % faster and calls upon The Entity to block that Window for Survivors for 12/14/16 seconds.

Only one Window may be blocked this way at any given time.

Beast of Prey: Your lust for a kill is so intense that your connection with The Entity is momentarily lost, making you totally unpredictable.

Upon gaining the Bloodlust Status Effect, Beast of Prey activates:

- Grants the Undetectable Status Effect for as long as Bloodlust is active.

Beast of Prey causes the Bloodlust Status Effect to linger for 4 seconds after losing the chase.

Beast of Prey grants 30/40/50 % bonus Bloodpoints for actions in the Hunter Category.

The bonus Bloodpoints are only awarded during the Trial.

Note: Bloodlust won't linger if you successfully hit the Survivor your chasing or if you down them.

Blood Warden: As soon as one Exit Gate is opened, Blood Warden activates.

The Aura of Survivors standing within the Exit-Gate area are revealed to you.

Once per Trial, hooking a Survivor while Blood Warden is active calls upon The Entity to block the exits for all Survivors for 30/45/60 seconds.

Bloodhound: Like a hunting scent hound, you smell traces of blood at a great distance.

- Pools of Blood are shown in bright red and can be tracked for 2/3/4 seconds longer than normal.

- When within 8 metres of Pools of Blood, they will have their Aura revealed to you in red.

Dragon's Grip: After kicking a Generator, for the next 30 seconds, the first Survivor interacting with it will scream, revealing their location for 4 seconds, and suffers from the Exposed Status Effect for 60 seconds.

Dragon's Grip has a cool-down of 80/70/60 seconds.

Fire Up: The increased pressure of losing your preys fills you with anger and gives you unsuspected motivation.

Each time a Generator is completed, Fire Up grows in power.

Gain a stack-able 3/4/5 % Action Speed bonus to picking-up and dropping Survivors, snuffing out Boon Totems, breaking Pallets and Breakable Walls, damaging Generators, and vaulting Windows, up to a maximum of 12/16/20 %.

Furtive Chase: You become obsessed with one Survivor.

You lurk in the shadows, eliminating your victims one by one.

Each time you hook your Obsession, you gain 1 Token, up to a maximum of 2/3/4 Tokens:

Your Terror Radius reduced by 2 metres per accumulated Token.

When a Survivor rescues the Obsession from the Hook, that Survivor will become the new Obsession.

Grim Embrace: Your act of servitude to The Entity has not gone unnoticed.

Each time a Survivor is hooked for the first time, Grim Embrace gains a Token.

Upon reaching 4 Tokens Grim Embrace activates:

The Entity blocks all Generators, Chests and Totems for 40/50/60 seconds.

The Aura of the Obsession is revealed to you for 5 seconds.

Hangman's Trick: Unlocks potential in your Aura-reading ability and your ingenious modifications to Hooks alert you of tampering.

Survivors who complete a sabotage action will scream, revealing their location for 4 seconds and suffer from the Exposed Status Effect for 30 seconds.

Survivors sabotaging a hook have their aura revealed to you. This effect lingers for 2/4/6 seconds after the sabotage action was interrupted by any means.

Hex: The Third Seal: A Hex that hinders the Survivors' Aura-reading abilities.

The last 2/3/4 Survivors hit with either your Basic Attack or Special Attack suffer Status Effect.

Survivors affected by Blindness have their vision darkened.

The Hex effects persist until its Hex Totem is cleansed.

Horder: You protect what little you have and are perceptive to those rummaging through your stockpiles.

Hoarder triggers a Loud Noise Notification for 4 seconds, whenever a Survivor performs any of the following actions within 32/48/64 metres of your location:

- Unlocks a Chest.

- Rummages through a Chest.

- Picks up any Item, including Limited Items.

Hoarder spawns 2 additional chests in the Trial.

Oppression: Life has been difficult for you, so you will make it difficult for others.

When damaging a Generator, up to 3 other random Generators also begin regressing.

- Trigger a difficult Skill Check if a selected Generator is being repaired.

Oppression has a cool-down of 80/70/60 seconds.

Overwhelming Pressence: Just knowing you are near is enough to disturb your victims.

Survivors within your Terror Radius suffer from inefficiency:

- When using an Item, its Depletion rate is increased by 80/90/100 %.

- Reduces the Unlocking and Rummaging speed by 50%.

Predator: Your acute tracking ability allows you to hone in on disturbances left by running Survivors.

- The Scratch Marks left by Survivors spawn considerably closer together.

- Increases Footstep volume by 50/75/100%.

Note: Only affects Survivor footsteps.

Rancor: You become obsessed with one Survivor.

Each time a Generator is completed:

- Your Aura is revealed to the Obsession for 5/4/3 seconds.

- All Survivors' locations are revealed to you for 4 seconds.

Once all Generators are completed:

- The Obsession suffers from a permanent Exposed Status Effect.

- You are granted the ability to kill the Obsession by your own hand.

You can only be obsessed with one Survivor at a time.

Shadowborn: You have a keep vision in the darkness of the night.

Increases your Field of View by 12/15/18 °.

Field of View gains do not stack

Territorial Imperative: Unlocks potential in your Aura-reading ability.

The Aura of a Survivor entering the when you are at least 24 metres away is revealed to you for 3 seconds.

Territorial Imperative has a cool-down of 30/25/20 seconds.

Unnerving Pressence: Your presence alone instils great fear.

Survivors repairing or healing within your Terror Radius suffer from the following effects:

Increases the Skill Check trigger odds by 10 %.

Decreases the Success zone of Good and Great Skill Checks by 40/50/60 %.

General Changes

Breaking speed 2.37 to 2.4

Successful hit recovery time 2.7 to 2.75

Damage speed boost time 1.8 to 1.75

Haste duration and Endurance for endgame unhooks will be 5 seconds instead of the default 10 seconds.

Added a maximum input for flashlights (the game no longer would recognize more than 5 inputs per seconds = no more auto-clicker flashlights).

Zombies that get stuck will auto-destroy after 10 seconds and respawn after 5 seconds.

Survivors playing together will have a ring symbol over their heads. If there are two different teams, one team will have a golden ring and the other team a silver ring (this is also shown to other Survivors and the Killer).

Thank you for reading this!!!