

Anti-Tunnel Protections

Current:

After getting off the hook, a survivor receives 15s of unhook protection, consisting of Endurance and 10% Haste.

Suggested:

- Anti-camp self-unhooks grant an extra 5s of unhook protection
- Unhooks after the Exit Gates are powered only grant 10s of unhook protection, and self-unhooks further reduce that to 8s
- Survivors lose collision with the killer for 8s off of hook
- Every time a killer hooks a survivor for the first time *before* any survivor has died:
 - Gain 8% Haste for 15 seconds and an extra 5% total damage to the next generator they kick
 - Aura reading on survivors with 0 hooks more than 40m away
 - These bonuses can always be nerfed for certain killers

Explanation:

Currently, the 15s of unhook protection is a pretty effective tunneling deterrent against killers overall, which I think is good. However, I think that when someone is given the chance to unhook themselves because of the Anti-Camp meter filling, they are much more likely to get tunneled, and I think this playstyle should be made more suboptimal. I think especially with basement hooks, it is easy to body block the survivor on the stairs or body block them from resources in order to wait out their unhook protections, which would be fixed by simply losing collision.

On the other hand, when the Exit Gates are powered, if you are hooked you most likely are not really being “tunneled.” Oftentimes in these situations, the killer is just trying to guarantee their one kill of the game, or their second or third, and I think that’s fine.

I also know how frustrating it is when the Exit Gates are powered to have a survivor who purposely gets hooked with Deliverance and then gets a free escape out of it, so I think this makes it less of a free win with a single perk.

Giving a bonus to those who aren’t tunneling not only rewards a more fair playstyle, but also makes it more viable. These changes are very similar to some of the suggested changes in the 9.2.0 PTB.

Anti-Camp Meter

Current:

The Anti-Camp meter fills when the killer is within 16m of the survivor on a hook. The rate that it fills scales with the amount of time that the killer is near the hook:

- 0-10s: 1x speed
- 10-20s: 2x speed
- >20s: 4x speed

Hooking a survivor applies a 7s grace period where the killer does not fill the meter of any hooked Survivors. The meter's progress will slow down or pause entirely if another survivor is within the radius. When the meter is full, the survivor on hook can unhook themselves, and are granted the standard 15s of unhook protection.

Suggested:

- As said before, Anti-Camp unhooks grant an extra 5s of unhook protection
- When hooked in the basement, the Anti-Camp radius is increased to 20m for that survivor

Explanation:

I think both of these buffs to the anti-camp are needed in order to actively discourage the playstyle more, while they also only really affect those that try to abuse / work around the Anti-Tunnel and Anti-Camp meters in the first place.

Anti-Slug Mechanic

Current:

It takes 16 seconds for a teammate to heal a survivor from 0% to 100% off the ground. Recovering takes twice as long, taking 30.4s to recover to 95%, at which point the survivor needs help to get off the ground.

Suggested:

EITHER:

A watered down version of the anti-slug feature in the 9.3.0 PTB.

- Survivors have a 100s meter that fills according to the time they are left on the ground
- Upon filling that meter, the survivor is able to pick themselves up
- 50% of this progress carries over to the next time they are left on the ground if they are not hooked in between

OR:

A system that gets stronger the more it's determined to be intentional.

- For each down after the first without a hook, the survivor gains an additional starting 15% recovery when they are downed, capped at 45%, and can recover 1.5% further per down
- This means that on the 4th down, survivors not only start with 45% recovery but also gain the ability to pick themselves up

OR:

A system to automatically hook downed survivors after some time.

- When a survivor is downed, a 90s clock is started on the left-side HUD for both the killer and survivors
- If that 90s passes without the survivor being picked up by either side, they are automatically hooked on a random non-basement hook

Explanation:

All three of these systems have strengths and weaknesses. In fact, I'd say some of these are stronger or weaker than others. All of these would have to be tested to truly determine what the best system would be, and the numbers could always change to make the systems stronger or weaker.

Killer Basekit Stats / Action Speeds Increase

Current:

All killers:

- Gen kick: 1.8s
- Gen kick instant regression: 5% (7.5s or charges of gen repair)
- Gen kick regression over time: 0.25 charges/second (6min from 100% to 0%)
- Pallet/wall break: 2.34s
- Pallet stun duration: 2s
- Vault speed: 1.7s (survivor is 0.5s)
- Hook animation: 1.5s
- Survivor pickup animation: 3.0s
- Survivor carry speed: 3.68m/s or 92% (Agitation increases by 18% to 4.34m/s)

Suggested:

All killers:

- Gen kick instant regression: 8% (12s or charges of gen repair)
- Gen kick regression over time: 0.3 charges/second (5min from 100% to 0%)
- Killer gen regression perks nerfed accordingly

NEW STAT (in addition to Height, Movement Speed, and Terror Radius) - Action Speed

- Killers are categorized into "Average" and "Fast"
- Killers with no map traversal (Trapper, Ghostface, Myers, Deathslinger, etc.) will be categorized into the "Fast" archetype (some killers can be debated)
- "Fast" archetype killers:
 - Gen kick: 1.4s
 - Wall break: 1.8s
 - Pallet stun duration: 1.8s
 - Vault speed: 1.5s
 - Hook animation: 1s
 - Survivor pickup animation could be sped up, but flashlight timings would need to be adjusted
 - Survivor carry speed: 3.9m/s or 97.5%
- Relevant perks (such as Brutal strength, Agitation, etc.) could be adjusted / nerfed to compensate

Explanation:

Increasing effectiveness of regular gen kicks allows room for killers to experiment with more builds rather than being required to bring ~2 regression perks per match. Killers with no map traversal are more affected by these slow animations / action speeds, increasing these speeds puts them closer to higher level killers.

Miscellaneous

1. Make survivor's noises roughly the same loudness (different from volume).
2. More servers and more personally, a central US server. We have Northern California and Oregon on one side, and North Virginia, Ohio, and Montreal on the other. North Virginia and Ohio are practically right next to each other, but we don't have a single central server, not even Texas.
3. More changes per patch, especially just simple number bumps to the least used perks in the game, which wouldn't take much work at all.
4. Add the option as a survivor to display your perks to your team in the lobby before the game.
5. Add proximity chat (opt-in): On a balance level this would even the playing field a lot between randoms and SWFs, making it easier to make balance changes to either side. On a community level it might introduce toxicity to the game, but I think it would be so easy to track that toxic people would be more easily banned. On a fun level I think it would be really fun.
6. Nerf Sprint Burst to either 35-40% Haste or to 2-2.5s duration.
7. Make hitboxes more accurate, i.e. projectiles shouldn't hit a single leaf sticking out of a bush, survivor hitboxes shouldn't be attached to their feet dragging a foot behind where they actually are.