

Isabelle Winters

Dead by Daylight Concept Survivor

Difficulty: Hard

A persistent fashionista, Isabelle is able to turn her keen eye for detail into a tool for survival. Her unique perks such as Signature Stitch, Rolling Inventory, and Style & Silhouette, allow her to provide high-end gear for her team while using her knowledge of form to vanish when the pressure is on.



Biography: The Price of Porcelain

Isabelle's life was once as golden as a California sunset. The daughter of a rising fashion mogul, she spent her early years surrounded by silk, sketches, and the hum of sewing machines. But the seams of her family life were frayed. When her father, Thomas, was caught in a scandalous affair, the fallout was more than just a divorce, but it was a disappearance. Her mother, broken by the betrayal and a failing career, vanished into the night, leaving Isabelle with a man who drowned his guilt in bourbon and bitterness.

Thomas Winters hated the fashion world as he saw it as the vanity that stole his wife. In a fit of drunken spite, he uprooted Isabelle and moved them to the grey, humid woods of Pennsylvania. He traded the runway for the fairway, purchasing a secluded golf club where he could hide from his past.

Isabelle was no longer a student of design, but was a "Cart Girl," forced to haul heavy refreshments to entitled men who reminded her of her father. Thomas blocked her college applications and shredded her sketches, determined to keep her under his thumb. But Isabelle didn't break. She learned to hide her drawings in the linings of her jackets and practiced her "customer service smile" to mask a growing, cold fury. She viewed the golf course as a cage, and every tip she collected was a coin toward her eventual escape.

The tension reached its boiling point on a late October night. Isabelle entered her father's office, with a packed suitcase she had hidden under the stairs. She told him she was leaving and that she would find her mother, start her own label, and leave him to rot in his bottles. Thomas didn't yell, but he just laughed, a cruel, hollow sound.

As Isabelle turned to walk out, the office lights flickered and died. The smell of expensive cigars was replaced by the stench of stagnant water and old soot. A thick, unnatural fog began to bleed through the floorboards. She reached for the door handle, but it was no longer wood, but it was cold, pulsating stone.

Isabelle Winters didn't run away that night. She was taken. Now, in a realm of endless shadows, she treats the Trials like the ultimate showcase.

Perks

Signature Stitch

Your handiwork is more than just aesthetic; it's reinforced for survival.

Unlock this perk at Level 30. When you finish repairing a Generator, the next Chest you open is guaranteed to contain a Rare item or higher.

Additionally, Isabelle can perform a special action on any item she is currently holding (Toolbox, Medkit, or Flashlight) to Reinforce it.

- This consumes the perk and increases the item's Durability by 15/20/25%.
 - Items reinforced by Isabelle are marked with a small JB glow on the item icon for all Survivors.
- "It's not just a jacket, Dad. It's a masterpiece. And it's tougher than you'll ever be." — Isabelle Winters

Rolling Inventory

Years of navigating a golf cart through crowded fairways taught you how to keep your supplies organized and your feet moving.

Unlock this perk at Level 35. You have the unique ability to carry two items at once.

- While carrying two items, you suffer a 5/4/3% Movement Speed penalty.
 - Press the Ability Button 2 to swap between the items.
 - If you are put into the Dying State or Hooked, you drop both items immediately.
- "Drinks, snacks, and a spare tire. I've hauled heavier things than this through worse weather." — Isabelle Winters

Style & Silhouette

You've spent your life analyzing lines and light. You know exactly how to break up your own outline to become invisible.

Unlock this perk at Level 40. You move with a calculated grace and understand how to hide from prying eyes.

- Your footsteps while walking are 20/35/50% quieter.
 - After Crouching for 3 seconds, your Aura cannot be revealed to the Killer for the next 7 seconds.
 - Style & Silhouette has a cooldown of 60/50/40 seconds.
- "A perfect hem is invisible. If you can see the stitch, you've failed the design. I don't plan on failing." — Isabelle Winters

Map Name: The Hollowed Fairways

Realm: The Winters Estate (Pennsylvania)

The Atmosphere

The map is trapped in a state of eternal, sickly twilight. A thick, waist-high fog rolls over the rolling hills, making it difficult to see ground traps. The once-pristine green grass is now overgrown with black, thorny weeds that resemble the Entity's claws. Instead of birds chirping, the only sound is the rhythmic, distant clink of a golf ball being struck, though no one is playing.

Key Landmarks

1. The Ruined Clubhouse (Main Building)

This is a massive, two-story colonial-style building that serves as the map's primary "Loop" and focal point.

- Isabelle's Father's Office: Located on the second floor. The room where she was taken is frozen in time. A bottle of bourbon sits on the desk, spilled and slowly dripping, but the puddle never grows. The window here provides a "God Window" vault that leads onto a balcony.
- The Pro Shop: The ground floor is filled with shattered glass and racks of rotting polo shirts. This area is a maze of narrow aisles, perfect for Stealth Killers to hide.
- The Basement: One of the two possible Basement spawns is in the wine cellar beneath the Clubhouse, surrounded by dusty, broken bottles.

2. The Overgrown Caddy Shack

A smaller wooden structure near the edge of the map.

- The Cart Garage: Several rusted, vine-covered golf carts are piled up here, creating a high-wall loop. One cart's headlights flicker on and off randomly, momentarily illuminating survivors.
- The Locker Room: Rows of rusted lockers provide plenty of hiding spots, but the floor is flooded with shallow, stagnant water that splashes when you run through it.

3. The 9th Hole (The "Dead" Zone)

A large, open green surrounded by a deep sand trap.

- The Bunker: Instead of sand, the bunker is filled with a grey, ash-like substance that slows movement slightly (similar to the mud in the Swamp).
- The Flagpole: The flagpole at the center of the green is bent at a sharp angle. A torn, pink skirt—resembling Isabelle's—hangs from it like a distress signal.

4. The Fog-Choked Water Hazard

A dark pond cutting through the center of the map.

- A rickety, wooden bridge crosses the water, providing a dangerous choke point. The water itself is black and oily; looking into it reveals distorted faces staring back.

Map-Specific Mechanics

- The Broken Carts: Scattered across the fairways are several abandoned carts. Survivors can interact with the carts to hide inside them, but they are noisier than lockers and "rattle" when a Killer walks by.
- The Range Buckets: Small buckets of golf balls are scattered near generators. If a Survivor or Killer runs over one, it spills, creating a loud "clatter" sound notification for the other side.