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A Beginners Guide to DbD

By Tomha

Hello, with the news of features for vision impaired people, I figured now was a p guide to help new Fog Dwellers be introduced to Dead By Daylight. This guide wi but still has good info for Survivors. It's good to learn about both sides of the coi

Introductions

Hello, and thank you for visiting my guide. The obvious question to ask is "Why not the other guides?" A fair question, with the upcoming features that will make the game more accessible to more players means we're bound to attract newcomers, I don't want you guys to feel overwhelmed by what you see. This isn't some master tier guide analyzing the mechanics to extremes, or have the ultimate strategies. This guide is; just a humble introduction to help you get started, with some light hearted humor sprinkled in.

Quick word of advice, do not...read the post game chat. Trust me, as a Killer, you can get some really nasty customers giving you lip about the game. There's no line they won't cross. I'm sure for some Survivors it's no picnic, but yeah. Screw the post chat box, ignore it.

The games Objective: What are we doing?

The game is pretty straight forward. Survivors wanna leave, Killer can't let them. To go into detail though...

Survivors need to fix 5 Generators scattered across the map to power Exit Gates, open the Gates, and leave. .

If you're the last Survivor alive, a Hatch will appear somewhere on the map. The Hatch serves as a chance for if the group fails to finish gens before dying. A Hatch will appear sooner, but locked depending on how many are alive, or if the gens are done. A Hatch can be opened with a Key.

The Killer's job is self explanatory. Search and destroy while throwing you onto the hook after downing you.

The Survivors can throw down pallets to hinder his progress ;If he's using Hex Totem Perks, survivors can destroy the totems to debuff him. A Hex Totem will be lit, unlike a Dull Totem.

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CREATED BY

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Offline

Category: Game Modes, Gameplay Basics

Languages: English

Posted Feb 18, 2021 @ 2:01pm

Updated Aug 21, 2021 @ 10:34pm

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Killers can kick gens to regress progress, kick pallets to remove blockades, and kick Hatch doors if they want. He can also just open an Exit Door for Survivors after the Gens are done. Usually this means he gives up and just wants you to leave so he can hurry to his next game. Many Survivors will ignore it though and drag it

out as long as possible to add insult to injury.

Every game will reward you Blood Points (BP), and EXP. You need both of these to progress. The BP will help you level up Killers and Survivors to obtain more items and perks. Get a character to levels 30, 35, and 40 and you can unlock their unique perks for other characters as you level them up. EXP will give you a special currency that you can use to buy cosmetics, weekly perks, or characters. There's no level cap so you can continuously get this currency, but it obviously takes awhile. Use perks to make life easier, or to troll others.

Anything important I should know as I play?

I only got one real pro-tip for you: Do not get cocky.

You could be doing perfectly fine, even great in a game or two, and start getting ahead of yourself. Trust me, this has led to many humiliating moments in the game for a lot of us, because we didn't keep ourselves in check. Let me give you two scenarios that happened that are a perfect example. Both are true stories from my playthroughs.

Prideful Survivors. I played a game where I was the Killer. Blight, it was the first time I ever played him I didn't level him up much, so I had a very limited selection of perks and add ons. I'm not too worried cause it's my first game as him; I used this as a learning exercise to understand the Killers unique ability.

I made mistakes in this game. I couldn't defend gens very well, or utilize my ability in an ideal manner. The Survivors, all 4 still alive, finishing the last gen were starting to really get an ego. They began to mock me; T-Bag spam me as I tried. When the last gen was done, I caught one of them and hooked them near an exit door not yet done.

A moment passes...the other door opened. Usually in this situation, you would just cut your losses here, 3 Escapes, 1 sacrifice. Pretty good for Survivors, pretty bad for Killer. No...they were so confident that they could get all 4, they Hook Dive.

They made a critical mistake in judgement. I might not have been well adept with this new killer, but I knew how to play mind games. I played a ruthless defense, camping the hook. At the end of the trial, 3 of them were dead, including the one they wanted to rescue; the last one had to abandon the rest, barely escaping. I snatched victory from the very jaws of defeat!

I won, not because I'm a great Killer, not even because I'm a good Killer. I won because they were arrogant. They had a good game, all trial, and thought themselves invincible. Their arrogance unmade them.

Ah but what about Killers? When you face an arrogant Killer, he is much less subtle. He rocks his head at you, attacks your hooked body, taunting you. He might let you crawl to an open hatch, just to kick it shut. In this game, I was Legion, and I faced a group that seemed very foolish. Not very good at hiding, much less making use of the loops to stay alive. I began to toy with them, they were hardly a problem. I went after the most 'pathetic' of the group, the easiest one to stalk and kill. But before she died...3 gens finished simultaneously, even worse, the gens positioning meant that my last gen needing finished were on opposite sides of the map! I never noticed that 2 of them were creeping about 99% the gens while the other 2 kept me busy because it was a

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hand. At the end of the game, I managed to eliminate two more of them, but the last made a very clean getaway. Technically I did win this...but my arrogance allowed them to pull a fast one on me, forcing me to bring my A-Game, and focus.

Remember my friend, at any point, the tide can be turned against you.

Anything else important?

Yep, two words: Mind Games.

DbD is a cat and mouse game, it's not the cat's brute strength or speed that wins the game, it's the cunning. If you're easy to predict, and dunno how to improvise, you're in for a bad time. What do I mean by that?

Sometimes during a chase, you might have to anticipate your opponent's move, and counter that, or counter his counter of your counter. Killers have a red light showing the Survivors where we are looking. A Killer can look away to appear to be leaving, only to sucker punch you from around the corner, sucker!

This isn't something you can be taught, you have to learn this through playing. I guess you can watch let's players, but yeah, gotta get that experience.

The best way to learn this power is to play BOTH sides. Play as a Survivor, and as a Killer. Learn how they work, how they survive, how you can outsmart the opponent, and use that knowledge.

So many Survivors, where to start?

The Survivors of DbD are a curious lot. You should know now though, that they all are roughly the same size, share the same speed, and mainly serve as a variation to who you'd want to play as.

HOWEVER, it is noteworthy that some Survivors actually breathe louder in game than others. Every Survivor has their own unique set of perks that you can unlock to teach other Survivors as you advance in levels.

Dwight for example: The first Survivor, he has teamwork themed perks that help get the job done faster, and help finding friends. Pretty nice, good straight forward, and everyone enjoys a Leadership bonus.

Claudette has a perk most players favor called "Self Care" which will help you heal yourself. She also carries a curious perk called "Empathy", if a friend gets injured, you'll actually see their aura (See them highlighted through walls and such) from great distances. This can clue you in on where the Killer is, if not in your area.

There's many, many more Survivors so don't feel too concerned about who to start with as everyone brings a little something to the table.

There are also a few perks of value worth looking into you can unlock without playing other Survivors, I'll talk more about these in a later article about Noteworthy Perks.

So many Killers, is it like Survivors?

Not at all my friend. Every Killer has their own set of rules, gimmicks and style.

You got guys like the Trapper who has the standard movement speed and terror radius of Killers. His gimmick is bear traps he sets up in the game to ensnare Survivors. No other Killer has Bear Traps, so if you wanna do that, you're Trapper.

Meanwhile Wraith (Bing Bong Boy) has the power to play his bell to go invisible. While invisible, he moves faster, sees blood better, has Predator level of Camouflage where you can't see him, but see a distortion moving around. He cannot hit Survivors while invisible. He can kick gens,

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So where should you start? That's a good question, but I can't give you that answer. I don't know you. Do you like stealth mechanics? Ghost Face and Micheal Myers will probably be your dream boys. You wanna go "REEEEE!!" while swinging a weapon around? That's Leatherface.

You wanna play a proper woman of impossible beauty that commands respect from a male dominated world? Plague is a giant woman, and she's got soup!

In all seriousness though, some people would encourage you to buy DLC and pick Leatherface. He's a pretty simple Killer, who has 2 perks you always want in your utility belt, ALWAYS. I'll summarize the Killers in a later page to give you an idea.

Game Mechanic Phrases

There's a series of words people like to use in the game, and it'll be good to recognize what they are. Please note that when I say "usually", that means certain situations can negate this.

Aura: An effect that highlights players through walls and the likes. Killers always see the Aura's of Generators and Exit Doors, but various perks, and effects can have both sides see aura's. Survivors for example usually see the Aura of a friend on hook, or dying.

Revealed: For a brief moment, the location of where certain characters, and things are highlighted. What makes this different from Aura reading is you only see where the location was, not where they are going. Generators typically act in this manner when done.

TR: Terror Radius. This is the general presence Killers generate. Survivors slowly entering the TR will hear their heartbeat and a change in music, getting more intense as they get closer to the Killer, or alternatively, he closer to you. All Killers have a TR, but the size may vary.

Oblivious: A status effect, this keeps you from hearing the Terror Radius.

Undetectable: Effectively the same, except this is the Killer getting the buff, you won't know till you find him, or it wears off. Oblivious could effect 1 Survivor, but Undetectable effects all survivors.

Injured: You got smacked, you're gonna bleed, and leave scratch marks for the Killer to track you.

Dying: Survivors are knocked to the floor, and dying. Certain perks can help them get up on their own, but they almost always need someone to help them get back up. Survivors will usually see their Aura, but it's a safe bet the Killer is about to pick them up. On the bright side, this alerts all Survivors where this happened unless blinded.

Broken: A debuff that keeps you from healing.

Blindness: a debuff for Survivors, you can no longer see Aura's. Different from Blinded,

Deep Wounds: You got a timer on you. You need to mend/heal soon, or you will drop to the dying state.

Exposed: 1 Basic Hit will put you into dying, even if you're healthy, watch out!

Sick: Plague's debuff, it has a visual effect of making Survivors cough, choke vomit while slowly setting them to Broken. Very contagious on touch.

Torment/Caged: A debuff, and hooking variant exclusive to Pyramid Head. I'll talk more about it there.

Insanity: A debuff from the Doctor, I'll talk about that later

Asleep: Ditto for Nightmare

Reverse Beartrap: Ditto for Pig

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Haste: Speed boost, nice.

Basement/Killer Shack: Buildings that are in almost all maps for the latter, for the former, it's in every game. The Basement is a 1 way room with 4 indestructible hooks, some lockers, and a chest. If you get hooked in here, it's gonna be risky to save you as the Killer can actually block the entrance.

Stunned: A Killer debuff, the Survivors managed to bash your face, and stun you for a moment.

Blinded: Another Killer Debuff, this time, they used a flashlight to fry your eyes.

Basic/Special Attack: Your Basic Attack is you just hitting M1, or whatever button you have to slap Survivors. Special attacks are different as they function in a special way, like Hillbilly. It's important to note the difference regarding Perks/Effects.

Player Phrases/Euphemisms

Similar to the above, this is what players say a lot.

Bones: The totems in the game

Genrush: Have the Survivors focus on doing generators to escape as quickly as possible. This will annoy the Killer.

DC: Disconnect, it happens. If the Killer DC's, Survivors win, if a Survivor DC's, that's 1 less Survivor for the Killer to deal with, making it much harder for whoever is left. Also note that DCing puts you in time out so no hopping back into another game too quickly.

Hook Dive: All the Survivors bum rush the hook their buddy is stuck on. I don't care if the Killer is scratching his butt in front of the hook, do it! (Seriously, don't do that, somebody will die.)

99%: A Survivor tactic, open the Exit Doors to 99% and leave it there so Survivors can do whatever they want, usually T-Bag and bully the Killer.

Keys: A Survivors best friend, they use them to use the hatch if it's shut so they can escape, expect these types to do everything they can to throw their friends under the bus and avoid Killers at all cost. This will piss off the Killer.

Looping: A decent bit of gameplay is you running around obstacles between the Killer, and you. This helps buy your team time, and potentially saves you if the Killer is inexperienced with looping, or decides to leave you.

The God Pallet: Usually the best pallet of the map, usually the one in the Killer Shack.

SWF: Survive With Friends. Many Survivors like to assemble as a group to play against a Killer. There is much debate on whether this is cheating, or not, it is best to leave it at that.

Meta Perks: The best perks in the game that people love abusing. Both sides do this.

Camping: A Killer tactic, if they hook you and just stay there, it's camping. The Killer usually gets a penalty in points for doing this.

Tunneling: A Killer tactic, they focus on one particular Survivor and bully him.. Usually the moment they get off hook, a Killer may tunnel them to quickly remove them from the game.

Slugging: Knocking Survivors to Dying and leaving them on the floor. The reason can vary from "I got 2 potential downs I can go for! I'll come back for him in a moment." to "I wanna be mean and leave them to bleed out." Funny enough, despite clearly being a bully tactic, the game will reward you points for doing it, just a teeny, teeny bit though.

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!NOTE! Tunneling, Slugging and Camping are valid tactics. These are not ban-able offenses despite what some Survivors like to say post game to scare you. As a Killer Main I would discourage you from doing it very much as it's considered poor sportsmanship, but there are exceptions to this rule, whether the Discussion Thread likes it, or not.

Example: If you hook a Survivor and all of the others are Hook Diving, you're typically expected to camp the hook as you're suppose to hunt the others, and they're literally right here!. !NOTE!

Noteworthy Perks

So every Survivor and Killer can each be loaded out with 4 perks, and each one offers their own 3. Since you're new, I will assume you have no DLC and tell you about some of the noteworthy perks on both sides.

:Survivors:

Leadership: a strong teamwork perk from Dwight. Increases everyone's working speed while you're nearby. If you don't stick with anyone though, it'll only linger on others for a few seconds.

Empath: One of Claudette's 3, this bad boy let's you spot Injured/Dying Survivors from a mile away. Good for information gathering. "But Tomha, we can already see Dying Survivors." Usually yes but there's actually a Killer perk that prevents others from seeing them, this hard counters that perk.

Sabotage: let's you break hooks quickly, and without a toolbox. Good for annoying the Killer so mind yourself. Also hooks eventually respawn. Jake's perk.

Borrowed Time: A fantastic perk Bill has. This helps protect the guy you unhook if the Killers TR was in the area. For a good while, the unhooked Survivor will survive a hit, for free, but suffer the Deep Wound effect.

Self Care: Another Claudette perk. This one let's you heal yourself without a med kit, useful for solo survivors. Also speeds up healing if you do use a med kit.

Spine Chill: An amazing beginner perk with experienced player potential. If the Killer is getting close and facing you, Spine Chill will alert you of it. Helping counter Stealth Killers as Spine Chill will usually alert you to their presence before the TR will. It also speeds up your work while the Killer looks your way. Great for solo builds.

Kindred: Last Survivor perk I'll mention. A useful information perk that will reveal to you the Killer near the hooked victim, and showing where others are. If you are hooked, all 3 Survivors get this info as well.

Edit: Originally the perk trumped Stealth perks/abilities of the Killer but was nerfed. So for example it will show Wraith before he goes invisible, but not while.

The last 2 perks I listed for Survivor are "common" perks that are available to all Survivors when you start leveling them up, where as all the others required you to either play as that Survivor, or unlock them by leveling.

:Killers:

Lightborn: A curious perk from the Hillbilly. This makes you immune to the blindness effect Survivors will try to hit you with Fireworks, and/or Flashlights. They'll try this trick when you're grabbing, and carrying Survivors so you lose them. Not only that, but when they try to do it, their aura will be revealed for a time, meaning they cannot hide from you.

Brutal Strength: A Trapper perk, this let's you kick Gens, Doors, and Pallets faster. Simple, but helpful as time is a factor.

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Bloodhound: The most underwhelming perk of this set. It makes blood spots brighter, and last longer. This is one of Wraiths perks. All 3 of his focus on visual modification, which has very little use for most Killers. In truth, I can't recommend these at all.

Distressing: A common perk that increases your TR, but makes you earn double Devious points. On paper, an increased TR is bad for everyone, but certain perk builds, and Killers can capitalize on having large TRs.

Sloppy Butcher: A common Perk, this makes Survivors hit by your basic attacks suffer Hemorrhage, and Mangled until healed. This means healing takes longer, and they bleed more frequently, making them easier to track.

Whispers: An annoying perk in my opinion. Basically this will trigger if a Survivor is near you, with your character hearing voices whispering to him.

There are many, many great perks, lousy perks, and decent perks offered by every Killer, and Survivor. This is just a quick look at perks you will have access to at the beginning, depending on who you play.

Edit: I decided to add this bit. On the Killers side there are a small number of vision altering perks that may, or may not intrigue you. Bare in mind that their use is very limited.

Monitor and Abuse: This perk from the Doctor reduces your TR outside of chases, or enlarges it during a chase. It will also enhance your field of vision. Does not stack with with other perks altering your field of view. Very useful for stealthy builds.

Predator: Wraith's perk that makes the scratch mark survivors leave less scrambled, making it easier to track.

Shadowborn: Wraith Again, this enhances your field of vision more then Monitor and Abuse does, but has no other purpose.

To buy DLC, or not to...

That is the question, and...it depends on if you like the game enough to. Here's some essential facts you should know though.

Any original Survivor/Killer of the game can be bought through in game currency if you keep leveling, which means if you play long enough, you'll be able to get them. They cost like 9K Shards

You do not need to actually have the character, for their perks. That IS the most clear way to get it, but every week, 2 Survivor, and Killer perks are available to buy for 2K Shards. Every character only has 3 so if it's their perks you want, and only that, buying them when they appear on the weekly tree is cheaper.

Licensed characters like Pyramid Head, Micheal Myers, and Bubba need you to actually pay money for them.

I enjoy DbD, I have all of the Killers, but not many Survivors cause I buy a special ingame currency for cosmetics and stuff. Buying a character with this currency is like 500 Cells, which is like...5 bucks. And usually you can buy a bundle that's a Killer + Survivor for 7-ish.

But I main Killer, and don't like Survivors so that works for me. I like some Killers more then others, I think some are genuinely lame.

Bubba is usually considered a good beginner choice for his perks, but I honestly don't like playing him because he's too noisy. If you're not sure if a Killer is worth buying, I recommend watching gameplay videos of the Killer to see if their style suits you, you don't get to take them for a test drive anymore.

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Sure, but remember this is an introduction so I won't go into extreme details on how these bad boys, and girls work. The best way for that is to play as them, or against them. Me prattling on why Big Mama Russia is the best Killer isn't going to make you any better at dodging her axes. Experience is the best teacher, it just doesn't hurt to get a heads up.

The Trapper: The OG Killer, I mentioned earlier his gimmick is setting up traps for you to step into.

The Wraith: Mentioned him too, he goes invisible. Flashlights burn him.

The Hillbilly: A lot of The's in this game. This guy uses a Chainsaw to go fast, and 1 shot people, has a hard time turning as he's bolting though...sometimes

The Nurse: The First Female Killer and the most OP in the entire game. This floating turd can teleport through obstacles, and walls to hit you. Really hard to play as her, so thank god you don't face many good ones. Flashlights burn her.

The Hag: Another lady, she's really slow, she's short, and has a smaller TR compared to others. Her gimmick is etching muddy runes on the floor that trigger a jumpscare for you, and a teleport for her. Flashlights burn them.

The Doctor: Arguably the hardest Killer to face as a beginner. He likes to electrocute the area he's in, forcing you to scream and generate insanity. Insanity makes skill checks harder, and make you suffer a wide arrange of effects including...

Seeing fake pallets

Seeing fake Doctors

Seeing fake Red Lights

Seeing fake faces

Hearing fake voices

Or be so broken you can't actually do anything to help your team till you 'heal' your sanity.

Expect the Doctor to be able to see the fake ones too, to know where you are.

The Shape: Micheal Myers from Halloween. He's a sneaky boy who likes to watch you, so be sure to keep an eye open. Unlike most Killers, he can Mori you more often, and easily.

The Huntress: Big Mama Russia. She hums loudly, has a ranged attack of throwing axes, and is kinda slow. She can use an add on to 1 shot you with her throwing attacks, and hit boxes are wonky. Don't hide in Closets, cause that's where she resupplies.

The Cannibal: Leatherface, he's loud, he goes REEE, and swings his chainsaw like a madman. A classic pick to troll Survivors.

The Nightmare: The Freddy Krueger of the remake movie. He can teleport to Generators, making them vomit blood to warn you. Make floor traps to slow you down, or fake pallets to trick you, but not both. He has to pick which one he'll do. His traps only work if you're asleep. Either fail a skill check, have someone wake you, or find a clock to wake up.

The Pig: A Female Killer from the Saw Franchise. She sneaks around, stabs people, and throws the Reverse Bear Trap on them. There's usually 4 puzzle boxes, if you got a trap on ya, you gotta do one of these to remove it. If a generator is done while it's on, a timer starts, and will kill you if you don't get it off fast enough, OR run through the exit door with it on. Only works if it's active though.

The Clown: A Fat Man who vapes too much. His smoke will disrupt your vision, and slow you down, or throws his special mix for a speed boost.

The Spirit: A scary ghost girl, she likes to pretend she's the Evil Dead to jumpscare people.

The Oni: Her great, great granddaddy, not joking. Has anger issues and will smash your face with his club with 1 hit if enraged.

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The Plague: The tallest of Killers. She likes to puke on people, and stuff. Wash your hands!

The Ghostface: The baby boy of Pig, and Micheal Myers coupling. He's super sneaky and can potentially 1 shot you.

Demogorgon: The monster from Stranger Things, not the D&D Baddie. He makes small portals, and lunges at people.

The Blight: Local Crackhead joins the Killers. He likes to bounce off walls before hitting you.

Deathslinger: He's got a Harpoon Gun to pull you in to stab. Only has 1 shot before reloading. Kinda slow.

The Executioner: Pyramid Head, okay, so this guy can actually stab the Entity, dragging his giant knife to make a barricade that inflicts torment. Survivors getting it have razorblades added to their screen, and have a visible trail. He can also throw you into a cage instead of hooking, and if you're dead on hook, he can Mori you. He's pretty cool.

The Twins: "I shall call him...Mini Me." meets "Kick the Baby" Big Sis has a baby brother who can attack people for her, or get punt like a football by Survivors. Only one of these 2 can be active at a time, and the baby doubles as a scout if left on the field.

I'm not doing this for Survivors btw, cause they're only different by perks and looks.

2 Comments



MiHairu Jul 31 @ 4:56pm

Kinda late, but thank you. I'm starting the gsme and suffering to do anything as Killer lol



Tomha [author] Feb 18, 2021 @ 2:00pm

Side note: I know I have grammar errors, will correct them over time.



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