**Top 10 Most Used Survivor Perks**

Credit: <https://nightlight.gg/perks>

**#1 Windows of Opportunity**  -- Kate Denson (30.19%)

Unlocks potential in your Aura-reading ability.

The **Auras** of **Breakable Walls, Pallets,** and **Windows** are revealed to you within **24/28/32** meters.

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**#2 Lithe** -- Feng Min (21.26%)

Performing a *Rushed Vault* triggers *Lithe*:

* Grants a **+50% *Haste*** Status Effect for **3 seconds**.

*Lithe* causes the ***Exhausted*** Status Effect for **60/50/40 seconds**.

*Lithe* cannot be used when ***Exhausted***.

**#3 Resilience** -- General Perk (19.07%)

You are motivated in dire situations.

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

**#4 Deja Vu** -- General Perk (18.9%)

Paranoia paired with your horror of failure helps prepare you from repeating the same mistakes.

Unlocks potential in your Aura-reading ability:

* The **Auras** of the **3 Generators** in closest proximity to one another are revealed to you at all times.
* **Increases** your Repair speed on those Generators by **4/5/6 %**.

Held **Map** automatically track Auras revealed by *Deja Vu*.

**#5 Sprint Burst** -- Meg Thomas (15.59%)

Starting to run triggers *Spring Burst*:

* Grants a **+50% *Haste*** Status Effect for **3 seconds**.

*Spring Burst* causes the ***Exhausted*** Status Effect for **60/50/40 seconds**.

*Sprint Burst* cannot b e used when ***Exhausted***.

**#6 Dead Hard** -- David King (12.98%)

You can take a beating.

After being unhooked or unhooking yourself, *Dead Hard* activates whenever you are injured and running, and allows you to tap into your adrenaline bank to avoid taking further damage:

* Press the *Active Ability button*to trigger the ***Endurance*** Status Effect for **0.5 seconds**.

*Dead Hard* deactivates after use.

*Dead Hard* causes the ***Exhausted*** Status Effect for **60/50/40 seconds**.

*Dead Hard* cannot be used when *Exhausted*.

**#7 Finesse** -- Lara Croft (12.65%)

The threat of danger can motivate any creature to strengthen its resolve.

Whenever you area healthy, *Finesse* activates:

* **Increases** your Vaulting speed for a *Fast Vault* by **+20%**.

*Finesse* has a cool-down of **40/35/30 seconds**after performing a *Fast Vault*.

**#8 Decisive Strike** – Laurie Strode (11.49%)

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 grabbed or picked up by the Killer, succeed a **Skill Check** to stab the Killer and escape from their grasp.
  + Stuns the Killer for **4 seconds**.
* Causes you to become the next ***Obsession***.

*Decisive Strike* is deactivated once the **Exit Gates** are powered.

*Decisive Strike* is disabled for the remainder of the Trial after use.

*Decisive Strike* is deactivated prematurely when performing a ***Conspicuous Action*** and remains disabled for the remainder of the Trial.

**Increases** your chance of becoming the initial ***Obsession*** by increasing the default value by **+100%**.

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

**#9 Iron Will** – Jake Park (10.44%)

You are able to concentrate and enter a meditative-like state to numb some pain.

* **Reduces** the volume of *Grunts of Pain* while in the *Injured State* by **80/90/100 %**.

*Iron Will* cannot b e used when suffering from ***Exhaustion***, but does not cause the ***Exhausted*** Status Effect.

**#10 Vigil** -- Quentin Smith (8.99%)

You look over your friends even in dire situations.

* **Increases** the Recovery rate from the following **Status Effects** by **20/25/30 %**.
  + The ***Blindness, Broken, Exhausted, Exposed, Hemorrhage, Hindered, Mangled,*** and ***Oblivious*** Status Effects.

*Vigil* extends its effect to all Survivors within **8 meters** of your location and lingers for **15 seconds**.