

DEAD BY DAYLIGHT

A Jumpchain CYOA



This world will surely strike a familiar chord with you, but things may be shockingly different once you look hard enough.

People go missing. They disappear around hotspots of tragedy and suffering, vanishing as though lifted from the face of the Earth...and that's exactly what happens.

Drawn into bloody, endless Trials, the Survivors – if they can truly be called that – live constantly on the run from terrifying Killers, chased through mockeries of the world they were kidnapped from and killed over and over again in order to feed an all-powerful being known only as 'the Entity'.

This mysterious Entity lingers in its own realm, plucking victims from our world and dropping them into distorted vision of the world as it understands it – mocking replicas of towns, forests, asylums and more.

It strives to spread its corruption far and wide; once all the Earth is under its spell, its powers in the real world will be as great as those it wields in its own realm.

You have +1000cp, and must choose:



OR





LOCATIONS

- Survivors will begin at 'The Campfire'. Seemingly located in the middle of some dark woods, the Survivors of the Entity's games gather around its light and warmth. In fact, even if you just walked off, you'd find your way back to it sooner or later.
- Killers will begin in one of the Realms like Haddonfield or Backwater Swamp, preparing for the next Trial. You feel that it will be soon...very soon.



PERKS

GENERAL

The Bloodweb – Free

When survivors catch rare hours of uninterrupted sleep, they may awake to find they have the power to sense the auras of men and machines, or even find a new item at their side. The Killers lapse into slumber no less terrifying than the survivor's nightmares, but which comfort them, and they awake with new gifts from a pleased Entity.

The source of these strange abilities, items and interventions is the Bloodweb: a nightmarish half-real dream world, perhaps where The Entity truly resides.

The Entity grants boons both to survivors and to killers alike for its own reasons - it wants the sacrifice, yes, but it derives no pleasure from them unless they struggle like flies in a web. There can be no despair without hope, after all.

Survivors improve their Bloodweb abilities and unlock new ones by meeting their goals; rescuing and helping other people; furthering their own escape; risking danger and proximity to killers; and by escaping from threatening situations.

Killers earn the Entities' blessings by using traps and stealth attacks; injuring people and destroying things; tracking, finding and chasing victims; and, of course, sacrificing them to the Entity.

The Bloodweb offers various abilities to sense the psychic auras of people and objects, to place curses, to improve skills and natural athletic ability, and can also grant various tools for use in the Trials. The options in the Perks section are examples of groupings of related skills and powers it can unlock, but when buying through the Bloodweb you would only unlock very specific rewards – eg: "When landing from a fall, increase speed by +50% for 3 seconds" or waking up with a toolkit or flashlight beside you.



Offering Builder – Free/200cp to keep

“I found something odd during today’s nightmare. A wreath made of animal bones.”

You can create small items called *offerings* to try and appease the Entity and beg its favor. An Offering is a small one-use token thrown into a fire requesting a particular effect - such as to enhance your skill or increase your bloodpoints rating in one or more categories, to bring about specific weather conditions, more loot items and resources for you or fewer for your enemy, or finding your way to a specific location. One offering can be burnt per person present at the fire.

In addition to offerings similar to the ones in the game, you can make new and unique offerings. Making an offering requires finding an item sympathetic to its effect - a car number plate from the Autohaven Wreckers Realm might ensure your next hunt will take place there as opposed to another location, a crow's feather might ensure birds don't give away your position during the next hunt, a locket from a previous victim to isolate your next one from their allies.

No offering – whether singular or their combined totals – may by themselves guarantee victory or defeat, though they might tip the odds dramatically for or against with cumulative modifiers or effects.

Offering Reader – 100cp

“A new moon? That’s a bad sign...”

You know the saying – knowledge is power. Hereabouts, you’ll need every scrap of it you can get. Upon entering any given situation, you will become aware of any supernatural modifiers in play – like what effect any offerings from either side are going to have, whether your foes are operating under the auspices of a blood moon or the winter solstice, or any other general omens which are affecting the outcome of events which will soon take place.

Lucky Charms – Free/100cp to keep

Accessorising might not strike you as an urgent priority, but it turns out that little things can make all the difference. You’re likely to find many small items in the Trials that are singularly useless, but when added as accessories to other items will enhance them. Things like adding a key fob to a Skeleton Key might allow you to find an escape hatch easier, overvolted batteries for a flashlight to blind a Killer for longer, or tying a small string of rat bones onto your weapon to aggravate the bleeding effect it causes. With this perk you will continue to find in future worlds small accessories that provide bonuses to the larger equipment they are attached to.

PLAY AS SURVIVOR

What does your survivor believe in when everything comes undone?
Select one category of perks to be discounted. 100cp perks discounted are free.



Objectives

You get things done. You plan for the long game, always aiming for the way out of this mess. If one exists.



Altruism

The most important thing is helping the others who are trapped along with you. We have a better chance if we all stick together.



Escape

There's only one thing that matters – getting out at all costs. Sometimes, for the greater good, sacrifices have to be made...literally.



Bold

This is an opportunity to master your self-control. The only way to keep hope is to never submit to fear. You won't give up without a fight.

Death Is Not An Escape – Free/300cp to keep, Mandatory & Exclusive Survivors

In the realms of the Entity, death is not the sweet release from torment it would be in the real world. Within its realms, whether slain by the Killers or taken from a hook by the Entity to feed on the hope in their bared soul, survivors killed will reawaken at a campfire at some later time.

As long as you don't lose hope in your ability to escape, you may die and find yourself returned to life any number of times. As a survivor, losing hope begins your transition into a Killer yourself, and should this process complete, will result in a "loss" for this jump. This transformation and loss condition is revoked once the jump/gauntlet ends.

In paying to keep this perk, this nearly endless cycle may be repeated outside of this jump – upon death, you may trade a small slice of your soul in order to return to life some short time later, usually the next day in a safe location. This trade may only be made once per ten years, however, and only if you still hold hope in your heart.

Basic Repair – Free, Exclusive Survivors

You have the basic mechanical and electrical engineering to attempt to repair a gasoline generator or hotwire simple electronics. You will need these skills in order to open the gates which allow you to escape from each of the Entities' 'trials', and may come in handy if you ever need to fix a car or solder some wiring.

A Light In The Dark – 200cp

"All I seek is that soothing, flickering campfire light."

When you build a campfire, non-hostile folk who are in the same general area seem drawn to it – even those completely lost or fleeing from some terror. You can always seem to find your way back to your own campfire, even from trips into other realities, as though its light provides a fixed beacon to guide you back to, shining even though the darkness of the realms beyond. You may imbue one fire at a time with this power.

Pulse – 200cp, Free All Survivors

Your heartbeat (or at least, a heartbeat sound, if you don't have a heart) will seem to pound in your ears when someone with murderous intent towards you is nearby - the volume and beating increases as they draw closer and closer, and recedes when they are further away. The Pulse originates from inside you: therefore it provides no direction information, only proximity, and only you can hear it.

This sense will give away murderous enemies who are hiding with mundane stealth methods (eg: standing behind a door, wearing a mundane disguise), but is fooled by any kind of supernatural stealth (eg: invisibility, disguise magic, lurking in an adjacent plane of existence, etc.) and does not indicate dangers which don't have 'killing intent' - a bear trap or a landmine won't set it off. Likewise, a ranged attack may come from out of the Pulse's fairly close detection radius. If you find it distracting, you can disable the sound of the pulse at will.

Search – 100cp



"Look for anything we can use."

In the always-shifting Realms that the Entity creates for the Trials, Survivors who can wrap their heads around the layout of the new hunting grounds quickly are always better off. Whether you organise your search methodically or intuitively, you are better at locating anything useful to your goals and any available means of escape – you just seem to find useful bits and pieces most of the time you go looking.

Grease Monkey – 200cp



"Give me a minute and that spanner...then start running."

Maybe your dad ran an auto shop, or your first car was such a bomb you spent more time under the hood than behind the wheel. In any case, you know your way around grease and wiring, able to quickly assess what's wrong with most mechanical contraptions and try to fix them. You'll repair damaged machines like the generators much faster and with greater confidence, keeping them running smoothly and stopping any malfunctions and backfires before they happen.

Saboteur – 300cp



"That's a nice hook. It'd be a shame if anything were to happen to it..."

For all the Entity's terrifying and seemingly all-powerful nature, it is a picky eater, deigning only to accept sacrifices hung on the hooks scattered across the Realms. It seems a good option, then, for you to wreck those damned things whenever possible.

Even with an improvised tool, it's a simple – if noisy and time consuming – matter for you to pull devices apart and render them useless. With a proper toolkit you can do so quickly and quietly, even busting something up so it will fall apart just when you wanted it to.

Glutton For Punishment – 400cp



"I've had worse."

The worse things are for you, the easier it is to focus your mind and succeed. Being alone, wounded, hungry and lost on a serial killer's farm actually sharpens your focus at intelligence or skill-based tasks like trying to fix one of those damn generators, treat someone else's injury, or pick a lock. While it doesn't help you in tasks which benefit from raw physical ability like running or lifting, your pain doesn't hamper you in these tasks quite as much either.

Psychometry – 600cp

"This one feels...reliable. Like it wants to help us."

Your aura-reading is developed for the detection of specific objects and places. Opening your mind will allow your subconsciousness to search out any equipment stashes and the essential locations for your success – here, that would be the generators and gates, but in other worlds it might find a particular shop you could have sworn was around here somewhere, a light switch in a dark room, or a hidden ladder to escape a dungeon.

Your supernatural senses are also capable of analysing the 'health' of machines or systems that are linked together and how they interact to bring about a desired goal.

With that knowledge, you can be sure to focus your repair efforts on machines which are already half-repaired, or avoid tinkering with systems that are most likely to raise an alarm.

Teamwork – 100cp

"Give it another go on the count of three...three!"

Many hands make light work – but too many cooks spoil the broth. Good thing you're talented in working out just how many hands are too many, and in making sure they work together. You can coordinate a team so that the work they perform goes smoother and faster, while minimizing any screw-ups that might occur.

Rescue Ranger – 200cp

"Up and at 'em trooper. Time to move!"

If your allies are caught in a bind, you're a sight for sore eyes. You can assist your teammates to a much better degree - freeing them from traps or impalement on hooks faster and quieter, assisting wounded or crippled survivors to move, and giving rapid temporary aid for their injuries. It almost seems like your enthusiasm compensates for their injuries, at least for just long enough to get away from whatever death-trap you rescued them from.

Physician, Heal Thyself – 300cp

"Damn, that stings!"

Of course, there's not always someone around to give you a hand, so there comes a time when you need to rely on your own ability. Not only are you capable of impartially and accurately diagnosing any medical conditions you currently have, but you're almost a qualified doctor with how much medical knowledge is rattling around in your head – enough that even some roughly improvised treatment from you is almost as good as proper injury treatment. This also carries over when you need to patch yourself up – they can keep their bandages; all you need is a strip of t-shirt.

Teacher's Pet – 400cp

"Do it like this..."

You can bestow a single non-supernatural skill, technique or perk (that you also know) on all those around you, so long as they remain physically close to you – no further than a few meters away. It takes a short time to change the shared skill (ie: you cannot flick rapidly between different taught skills or techniques on the fly), and all allies within this close radius benefit from it.

All allies but no enemies gain this benefit, and only those who could learn the skill or technique on their own can benefit from it – for example, someone who can't throw a punch is unlikely to benefit from a shared advanced martial art technique, and someone who has no first aid kit is unlikely to benefit from shared medical skills.

Sympathetic Aura – 600cp 

"She's hurt! We've got to go back!"

Your ability to read the psychic auras of your fellow survivors has been unlocked. At first, this ability has a very short range – sensing allies in the next room of a house or the other side of a wall – but you could soon learn to sense them dozens of meters away.

In reading the auras of your fellow teammates, you are aware of the state of their health, as well as any status conditions they bear – such as whether they are poisoned or wounded, lapsed into a semi-waking dream, hungry or tired, or currently the target of a supernatural ability.

Animal Friendly – 100cp 

"Nice birdy..."

In the Trials, animals are allies of the Killers. A dog barking or a crow taking flight is a sure sign to them that a survivor is nearby. You, however, have a way with animals, so unless you deliberately rile them up, they won't send any signals to the Killer. Outside of this jump, ordinary animals are steadfastly neutral to you – regarding you as much as they would another rock or tree in their environment. Those with special powers or definite intelligence, however, will act as normal.

Run Motherf***er, Run! – 200cp 

"Just like sports day...worse cheerleaders, though."

You can almost out-pace a killer on the long chase. Almost. When breaking into a run, you'll hit your stride in a single moment, and you're quite the distance runner, too, able to run at a top speed for longer than normal. Get creative with your route and you might even be able to lose the scary bastard.

Fast and quiet – 300cp 

"..."

You can move quicker and quieter than others when trying to avoid notice. The ability of anyone trying to track you seems a little bit hampered as well, as though your trail runs cold faster than anyone else's – the wind seems to sweep away your tracks and tall grass straightens again sooner after your passage.

Houdini – 400cp 

"And now for my next trick."

Your agility makes you the master of the escape - from bear traps, from the grip of a killer, from being stuck on a meat hook as your life bleeds away. You can even dislocate your thumb to slip out of handcuffs and contort yourself to escape from ropes. There's very little you can't wriggle or twist your way out from with the right leverage and some time...if all your arms and legs are relatively intact. I dare say a killer who hooks you for sacrifice for the third or fourth time might have the notion to hamstring you or break your wrists.

Goosebumps – 600cp 

"It knows! And now it's coming!"

In an entirely understandable reaction, your unlocked esper abilities have developed into a tool designed to warn you of danger. While the Pulse will warn you of nearby enemies, your newfound aura-reading abilities can warn you when danger approaches from much further away. Chills down your spine will warn you when the Killer (or other hostile) is heading in your direction or when something you've done has caught their notice, and even alert you to traps and totems hidden out of sight in tall grass. When your more natural senses pick up a trace of the killer – a footstep distantly heard or a momentary glimpse through the trees - you can even sense their blood-tinged aura through solid obstacles.

Hey Ugly! – 100cp 
“And you smell, too!”

Class clown? Or just prefer to be the centre of attention? Either way, painting a target on yourself will draw attention away from others. While you could certainly save someone from the attentions of a killer, you could also use this to hog the spotlight in a less life-threatening situation.

Dead Inside – 200cp 
“It wants our terror. I won’t give it that satisfaction.”

To creatures that sense or feed on emotions, you're a blank slate. You still feel your emotions, and they might even show on your face or in your actions, but to creatures who hunt purely by sensing those emotions, you might as well not exist. Killers will not be able to smell your fear nor detect the kindling of hope no matter how advanced in the use of the Entity's gifts they are, and even the Entity itself may not enjoy consuming the subdued hope in your soul quite as much as it normally would.

Steady – 300cp 

“Yea, though I walk through the shadow in the valley of death, I will fear no evil.”

Despite the terror building in the pit of your stomach, your frayed nerves will no longer betray you. Your body is no longer betrayed by your emotions: if you see a sight so disgusting you would puke, you'll hold your stomach no matter how much it disgusts you. If you're angry beyond words, your face won't go red. If you're terrified, your hands will remain steady. Sadness needs no longer be accompanied by crying. Because of this, certain Killer's special abilities that use fear and emotion to affect you won't have anything like their proper effect. Your reactions are still affected by external physical impairments: actually eating something disgusting still has your gag reflex kick in, being stabbed still makes you cry out in pain, exposure to tear gas still makes your eyes water, etc.

Linebacker – 400cp 
“Let’s get stuck in!”

It's not an exaggeration to say you could carry your team – literally. In fact, you're almost strong enough to fight off a Killer – you know, if they didn't have a chainsaw or claws like knives. If they get their hands on you, breaking their grip is easier, as is knocking them down with obstacles. You might not be *hurting* them, but you can definitely slow them down and postpone the inevitable moment when they catch up again.

Link – 600cp 

You can establish a psychic link to hostile creatures nearby – here, always a Killer. Strangely the stronger the link – and the more you “open” your mind to the enemies – the less likely they are to go after you, instead preferring to go after others...at least until you're the only one left to pursue.

Such a distracting presence in the other's mind guarantees that they will be unfocused, and won't be pursuing your teammates to the best of their ability.

Lastly, the link provides an access through which to potentially affect the hostiles that slips through their mental defences, but this chance is dicey at best, and may allow them to mentally attack you back if you should fail.

PLAY AS KILLER

What cruel acts do you delight in?

Select one category of perks to be discounted. 100cp perks discounted are free



Cunning

Like a spider in its web or a wolf stalking its prey, you are a cunning creature, luring your prey, trapping it, outwitting it.



Brutality

The hunter needs raw power to overcome its prey. You smash, break and kill anything that stands in your way.



Hunting

You live for the thrill of the chase, to run down your prey until they feel your hot breath on the back of their necks.



Sacrifice

Why do you kill? For the Entity, of course. You worship the Entity for its gifts and starting you down the dark path.

The following Free perks are exclusive to Killers.

Tall, Dark And (Probably Not) Handsome – Free, Exclusive Killers

Killers come in all shapes and sizes, but underlying all Killers is a human face – for every Killer was originally a mere human, twisted by the Entity's corruption. You may design an altform to be your new body in this jump. It must be humanoid in nature, no taller than 8 feet, no shorter than 4 feet, and is obviously marked by corruption – you cannot design a 'totally ordinary human' as your form; all killers are clearly touched by evil to the most superficial glance.

Regardless of what you look like, this form has enough muscle to haul a kicking and screaming teen through a forest and impale them on a meat hook or smash a wooden pallet with a few well-aimed kicks.

Strider – Free, Exclusive Killers

You walk faster than most people run - especially teenagers. Your stride eats up distance quickly, and when pursuing someone on foot you seem to catch up remarkably fast, all the while seeming like you barely hurried at all. You may have an unusual gait - seeming to glide above the ground, scrabbling on all fours or 'glitching' from step to step, but this is a cosmetic effect only – you still need a solid surface under you to 'walk' on, you cannot fly into the sky, and you can't pass through obstacles.

The Stain – Free, Exclusive Killers

You emit a blood-toned radiance from your eyes that makes the skittish flee, the craven cower, and tells other beings of evil that you are one of them. Post-jump, you may enable or disable this at will.

Impervious – Free, Exclusive Killers

Your corrupted form is basically immune to damage below a certain threshold. No matter how much a teenager beats on you with their fists, you aren't even staggered, and someone swinging a plank of wood would probably just break the plank on your head.

It would take someone with a lot of muscle to hit you hard enough to make you flinch, and a *real* weapon to make you bleed, and even then you've got an unholy resistance to injury. However, you can still be checked or knocked down by large objects falling on you or with enough force; a car hitting you would probably still wreck your day.

Scratches – Free/100cp to keep, Exclusive Killers,

The Entity follows your prey as they run from you, leaving glowing scratches and marks on their trail that only you can see. They fade in a few moments, but allow you to track anyone you are pursuing at speed, even if you lose sight of them for a few seconds.

Snare Master – 100cp

"Be careful where you step."

The patient killer cannot overstate the usefulness of traps. You have great skill in identifying the best places to deposit traps, keep memorized all the locations of any traps you set, as well as gaining a sixth sense for when they have been triggered.

The Lurking Terror – 200cp

"Are they gone?"

With an effort of will, you can suppress your bloodlust by remaining still. The outward indicators of your hostility – notably, your killing intent and the Stain of your bloodshot eyes – are muted unless your prey is right on top of you. Like a trapdoor spider, they will have no idea how close they are to death until you strike; your now-revealed ferocity overwhelming them in an instant.

Dark Gifts – 300cp

"There are way too many sharp things in this room."

In the dark of night or the obscured depths of the mists, the Entity hides its gifts for you – mundane items suited to murder and malice. Things like bear traps or wood axes, spare knives or coils of rope already tied into nooses, or even your signature hat if it fell off earlier in the hunt. You can be assured that you won't lack the tools of your hunt, killer, but the Entity never over-equips its playthings, either.

Silent Night – 400cp

"Damn, I think we're lost."

Calling on the Entity's power, you can summon up a dark mist or fog, either rising from the damp ground or sweeping in from the coast. This fog affects both the normal senses and those beyond regular ken. It reduces visibility, makes your prey more prone to imagining unseen horrors and slightly muddles their sense of direction, as well as dampens the range on the extra-sensory powers of others used within it, such as the Pulse or the various types of Aura Reading which survivors can learn through the Bloodweb.

"In these places of such foul thought, something lurks between the fabric of what we know as real and the dream world."

Disabling Strike – 100cp

"AAHHHHH!"

Anyone you wound – whether by knife or some other means – will leave an obvious trail of blood drops you can easily follow until they receive medical attention (or their wound heals up – naturally or otherwise). Their speed in this wounded state is reduced slightly, and any tasks which they attempt – including trying to bandage their own wounds – will be completed at reduced speed as well.

Wrenches For Hands – 200cp 

"Sure did a number on this one."

Breaking machines that rumble or buzz or whirr is something of a speciality. Not many people could break a gas engine by kicking it a couple of times, but that's just one of your talents. Anyone trying to repair a device you've violently abused is more likely to screw up the job in some way, undoing their efforts in a heartbeat.

Hulk – 300cp 

"FEE-FI-FO-FUM."

You are strong, even among the inhuman Killers. You have the strength to effortlessly swing a chainsaw while sprinting at full speed like it's a twig or smash through heavy wooden planks with just one blow, while four of the strongest quarterbacks couldn't keep you from moving forward.

Mori – 400cp 

"I could swear It spoke to the beast. It came to a halt, as if calmly listening to the leaves rustling, and then... grinned."

Normally only the most favoured of the Entity's killers are permitted to kill survivors with their own hands (as opposed to the normal sacrifice method of impaling them on the hooks for the Entity to claim), but your very hands are consecrated as instruments through which divine sacrifice can be made.

If you can please the Entity with the fear and hope you've sown among the Survivors – showing them both that they have an opportunity to escape, and the inevitability of their failure in attempting to do so – you may then outright kill Survivors, and their deaths count as a correct sacrifice to the Entity in all respects. This may apply to other dark gods for whom you kill, no longer needing bloody altars or thrice-damned blades to do so.

Feathered Friends – 100cp 

"The Birds!"

It seems only fitting that the creatures of carrion owe their allegiance to the Entity and the Killers; after all, they provide such a feast for them. In particular, crows and ravens (and similar winged scavengers) are your allies, cawing loudly when they spot your prey on the move, or perching themselves on the places they hide from you. Your own passage does not stir them up and thereby betray your passage to your victims, not unless you swat them aside deliberately.

Predator's Pursuit – 200cp 

"You can't outrun them; only outsmart them."

Once you begin the chase, no victim can outpace you for long. In addition to an overall increase in your endurance, you have effectively limitless reserves of stamina once the chase begins, running down even the swiftest victims with sheer tenacity; an inevitable doom on their heels. If, however, your prey is too wily and manages to throw you off, the chase will end and you'll no longer benefit from this.

Hunting Hound – 300cp 

[Sniffing noises]

Even the faintest traces of your prey are enough to lead you to them. Your nose is keenly attuned to the reek of fear and the metallic tang of blood. While scent is an imprecise sense at the best of times, your nose can pick out even very faint traces of fear and blood in the air, steadily, if slowly, drawing you to those you seek. Just follow your nose.

The Hideous Construct – 400cp



"Where the hell are we?"

The Entity has bestowed on you a remarkable power: The ability to stage hunts of your own in realms divorced from reality.

You must make one kill in the real world, tainting the location, and thereafter may pull other victims from the surrounding area – a block, or a small suburb – into a shadowy alternate world for a hunt.

Once four survivors have been pulled in, they will awaken and your hunt may commence.

This Realm can either be themed around a location particular to you (in the way that most of the Killers have Realms associated with their history and horrific acts), or may be a mockery of the local environment you made the first sacrifice in – one randomly distorted from the real-world layout to confuse your victims.

This Realm follows the same rules as those the Entity enforces on its games: there will be gates and generators, hiding places, hooks for sacrifice and items for both the survivors and Killers to use, to make it a 'fair' match for both sides.

Unlike the Entity's games, escaping from the Realm you create allows any survivors to escape back into the real world, and if you leave, they may as well.

The Altar – 100cp



"Don't let them take me!"

While every Realm created by the Entity (or yourself) has a fair number of hooks on which to sacrifice victims, you may find yourself carrying out the ritual in other planes of existence or find that survivors have knocked some of them down. You may build new hooks for the Entity wherever you find yourself – both in Realms, and in the real world, anointing them with blood so that they bear the Entity's blessings.

Mind Killer – 200cp,



Much as the Entity does, you can sustain yourself by absorbing the most powerful of emotions: Fear and Hope. However, instead of killing your victims as the Entity does, you need only a few drops of blood to consume the emotions of your victims – a few drops a day will keep your hunger away, and refill your reserves of spiritual energy.

These emotions shine all the brighter with contrast – Hope is more satisfying if the victim is in a truly desperate situation yet believes they can still get out, while Fear will sate your hunger all the better if the victim is suddenly plunged from complacency into sheer screaming terror.

Spreading The Curse – 300cp



Among the gifts bestowed by the Entity are curses; the power to inflict woe and misfortune on your target from afar. Survivors will quickly learn to shun the victims of your curses, for anyone who touches the afflicted one with the intention of helping them will also share their malady, as the curse will spread to them as well. The second victim may remove the curse in the same way the original victim could.

The Price In Blood – 400cp



Why train to improve, when you can offer up a sacrifice for the Entity's dark blessings? By making offerings to the Entity, you gain skill and power through your brutality, your cunning, and your hunting. A typical hunt with one victim might equate to a day's study or training, but merely adding more victims sees a diminishing return in the power their sacrifice returns. However, each offering must be someone you have personally hunted, and who must have had at least a reasonable chance of escaping you. Not a "non-zero" chance, but a reasonable one. This effect is separate to the rewards given by the Bloodweb.



KILLER SPECIAL ABILITY

As a Killer, you have one (or possibly more) special abilities with which to hunt. These abilities may be normal actions or simply extraordinary talent, but many are outright supernatural; gifted in your transformation into a Killer by the Entity.

The ground rules are:

- the more powerful the effect is, the shorter the duration and longer the cooldown, and
- no effect provides a 'one-hit kill' or 'capture with no chance of evasion' when used against a regular, healthy teenager.

Using your ability has a mandatory, brief cooldown period. This cooldown might be fluffed as needing to perform a brief chant, a stamina-related 'catch your breath' between uses sort of thing, or something else like recharging supernatural energy.

Types of Abilities

Select one.

Personal

Your special ability affects yourself in some manner. It might be a buff like a speed boost or invisibility, a transformation into a new bestial form like a werewolf, and enhancement of the senses, or something else.

The more powerful the buff or transformation, the shorter it is and/or the longer the cool down is.

Examples:

The Wraith is able to ring a bell, giving them a spirit walk ability: they turn invisible and move faster than normal. They can't attack while spirit walking and turning back takes a couple of seconds, allowing a survivor to begin fleeing.

The Hillbilly can charge with incredible speed forwards and deliver a massive blow to maim a survivor in one hit instead of merely wounding them, but the charge is more or less a straight line and difficult to control with a long cooldown.

The Nurse can Blink, teleporting in a straight line through obstacles.

Area

Your ability affects a small area around a targeted survivor or yourself. It might be an area of obstacles or concealment (objects flying about Poltergeist-style, vines erupting from the ground to slow anyone in the affected zone), or provide some type of information (such as revealing the position of a wounded survivor as long as they are close to you).

Example:

The Doctor can emit a sanity-breaking aura that can trigger nearby survivors to hallucinate or scream and reveal their positions if they do not resist it.

Trap

You can emplace a stationary item of some sort. This might debuff survivors that trigger it, trap them, buff you while near it or act as spies or movement aides. Such devices might be able to be disarmed by Survivors.

Examples:

The Trapper carries and places bear traps. When a survivor triggers it, they are wounded and trapped for a short period, and alert the Trapper when they go off.

The Crone scrapes a Phantasm Trap sigil into the ground which summons a screaming illusion when it is triggered, alarming the unfortunate survivor and alerting the Crone. The Crone can teleport to it if she is nearby.

Target

Your special ability affects a single target, either debuffing them or buffing you in some way.

Examples:

The Shape can form an obsession with a survivor he can see. Once the obsession is fixed to the target, his speed and strength are increased.

The Huntress can carry and throw up to five hatchets, injuring anyone foolish enough to run from her in a straight line or stay still.

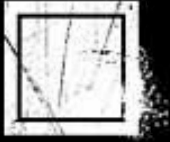
The Nightmare can lull survivors into a trance, pulling them into a dream reality to isolate them from other survivors and so that the Nightmare can interact with them.

The Huntress can throw axes at survivors to bring them down from a distance.

Secondary Type – 200cp

Your special ability encompasses two different Types, making it tactically flexible.

It might be an AOE-type gas attack that lingers on those caught in it as a debuff (Area + Target), a vampiric drain which simultaneously buffs you and debuffs a survivor (Personal + Target), or place a trap which has an area blast effect (Trap + Area), for example.



ITEMS

Offerings

You may purchase offerings to try to appease the Entity or beg its favour. Purchasing an Offering means you will receive a new one of the same type each Trial if you used it up, or each week in the outside world.

Common Offerings may be purchased for 4 per 50cp.

- These types of offerings may provide a small influence on finding or being sent to one particular location.
- Small bonuses to personal luck.
- Small boosts to your Bloodpoints rewards for one category of action.

Uncommon Offerings may be purchased for 4 per 100cp.

- These types of offerings may provide a significant boost to your Bloodpoints rewards for one category of action.
- Good chances of finding or being sent to a particular Realm.
- Small bonuses to group luck, small shifts in environmental factors.

Rare Offerings may be purchased for 4 per 150cp.

- Very large bonuses to earned bloodpoints in one category, or provide a smaller increase for everyone on your side in the Trial.
- Make virtually certain of being sent to a particular Realm.
- Large bonuses to luck for self, or moderate bonus to luck for side.

Very Rare or Ultra-Rare Offerings may be purchased for 4 per 200cp.

- May be used by Killers to temporarily take on the identity and powers of another Killer.
- Cause extremely favourable environmental conditions – extreme darkness, very thick mists or bright full moons and clear skies.
- Very large variations to luck or the amount of resources available to friends or foes.

PLAY AS SURVIVOR

Charity Case – 50cp

A large suitcase full of second-hand clothes, either at the Campfire, in a Realm, or somewhere in your warehouse. As luck would have it, they're all in your size (unless you particularly want oversized t-shirts or a-size-too-small singlet tops). There's no particular advantage to most of these, but I guess some combinations might make you marginally harder to spot against certain backgrounds, and the woollen pullovers make the cold nights slightly more bearable.

Benedict's Journal – 100cp

Contains the ramblings of a man named Benedict. Was he a holy man? It seems he was doing a lot of research into missing persons before he became one of those unfortunate souls himself. Such a book might contain hints to keep you alive through the Trials to come with information on the Killers and their powers, and guide you on the nature of the various abilities that can be unlocked through the Bloodweb.

Basic Items – One free for your type.

The following items may prove useful in the dark times ahead. If the item is lost or expended during the Trials, it will be absent for your next Trial, but return in time for the one after that.

Toolbox – 100cp 

A metal box containing a number of tools. Quite handy for getting generators going or pulling apart a Hook.

First Aid Kit – 100cp 

A small box filled with bandages, antiseptic creams, saline and cotton gauze. Obviously, a highly useful item when someone is injured.

Map – 100cp 

A very roughly sketched map of the realm your Trial takes place in. The key locations like generators and exits are clearly marked, but smaller features or those hidden from easy discovery, like underground areas, are missing.

Flashlight – 100cp 

A powerful flashlight, but with a fairly short-lived battery. It can be used to blind the eyes of a Killer, allowing someone in their grip to escape or giving you an opening to hide.

Skeleton Key – 600cp

A powerful item. In the Trials, it can be used to open an escape hatch, a tunnel leading back to the campfire, bypassing all the stuffing around with generators and exits...if you can find the hatch. After it is used in one of the Trials, it returns in another 3d8 Trials.

After this jump, the Skeleton Key can open any lock that requires a physical key. It may also be used, once per jump, to create an escape route from a situation where you are trapped, lost or confined.

PLAY AS KILLER

Mask – One Free

At your option, the eyes (or some other part) glow either with a fiery orange or with a cold blue.

The Devil's Tool – 100cp, Free Killer

A gory and brutal handheld weapon, like a meat cleaver, a bone saw or something else. Even if it leaves your hand, no other person would dare to pick it up.

Murder – 200cp

A murder of crows congregates at your will, spreading across your hunting grounds at your whim. Their raucous cries will reveal both survivors and draw you towards any hidden features.

Iridescent Matter – 400cp

Congeaed from the Dark Mists, iridescent matter is made of the pure evil and malice from which the Entity crafts its realms. Weapons and items made from this stuff are powerfully magical and evil in nature, and even the crudest axe head made of this would carve through flesh and bone like it isn't even there. Such weapons are also said to damage the soul with each slice, parting it like flesh.

Offering up iridescent shards also bestows the Entity's blessings, hastening the development of the Survivor's or Killer's Bloodweb abilities.

You will gain one small chunk, enough to make an axe-head or dagger, or to shatter into four shards. This chunk will reappear each time you are victorious in a Trial, or at the successful conclusion of a life-or-death hunt, whether you were the hunter or the hunted.



COMPANIONS

Companions may not take drawbacks for more cp.



Survive With Friends – 50cp Each, Survivors get 3 for free – Survivors Only

Import or create new companions to assist you in surviving this nightmarish realm.



Hunt Your Friends – 50cp Each – Killer Only

Import or create new companions to hunt. I don't know why they'd come with you afterwards, but here is the option.



Malignant Presence – 100cp each

Import or create a new companion as a Killer.



Canon Survivors or Killers – 100cp each

You may take with you one of this world's known survivors or killers (...why?).



DRAWBACKS

Unless otherwise stated, the drawback limit is +600cp

Survivors Only

Gauntlet (Special)

Convert this jump to a gauntlet: You instead will have +0cp at the start of the jump, but there is no limit on the total cp worth of drawbacks you can take – you can still only take drawbacks for Survivors Only or Drawbacks For Both Survivors & Killers.

Standard gauntlet rules apply: you are reduced to your bodymod purchases, no outside perks, powers, non-imported companions, items, Cosmic Warehouse or interdimensional access, etc.

Failure (in this case, losing hope and turning into a Killer) merely sends you on to the next jump without anything gained here.

Death is not a failure condition – see the Death Is Not An Escape perk.

As a special condition, you may only have up to three companions with you in a Trial at any one time – you can import more, but they'll be in different Realms undergoing their own Trials, though you might meet them all at the Campfire, ending up in different groups of four as the hunts continue.

You will be thrown into the Trials as a Survivor, to live, run, and die in an ongoing struggle for escape and survival. Heed the following.

The Rules of the Trials

- Four Survivors enter a Realm, along with one Killer. No less, no more.
- These four include the Jumper and three others, who may be imported companions, local teenagers or adults stolen from the world by the Entity, or a mix of both.
- Realms are randomly constructed from landmarks and places where the Entity has gained influence in the real world, so visiting the same Realm in different Trials results in different layouts.
- The Killer must hunt down the Survivors, and impale them alive through the shoulder on various hooks scattered around the Realm as offerings to the Entity. Once the Survivor has bled enough, the Entity will descend from the sky and consume part of their soul, ending that Survivor's role in the Trial and sending them back to the Campfire.
- The Killer may not kill Survivors with their bare hands, except in special situations.
- The Killer wins when all the Survivors are sacrificed or killed.
- As a Survivor, you win by escaping from the Realm, by opening exit gates and then making it through them. The gates are powered by generators scattered about the Realm.
- Four generators are needed to be working open the gates.

Once the Survivors escape, they find themselves back in the forest around the Campfire, to rest in the perpetual night until the next Trial begins.

To succeed at this gauntlet, you must find a way to escape from the Entity's clutches. To do this, you must escape from each of the Killers on their home turf – the Realm they are associated with.

- The MacMillan Estate belongs to the Trapper.
- Coldwind Farm belongs to the Hillbilly.
- Autohaven Wreckers belongs to the Wraith.
- Haddonfield belongs to Michael Myers aka The Shape (yes, *that* Michael Myers).
- Crotus Prenn Asylum belongs to The Nurse.
- Backwater Swamp belongs to The Hag.
- Léry Memorial Institute belongs to The Doctor.
- Springwood belongs to Freddy Krueger aka The Nightmare (yes, *that* Freddy Krueger, though he plays by the Entity's rules here).
- The Red Forest belongs to The Huntress.
- Gideon Meat Plant belongs to Amanda Young aka The Pig (One of Jigsaw's minions. Yes, *that* Jigsaw)

However, these matches do not come consecutively, or predictably.

There are thirteen Killers and ten Realms (The Spirit, Leatherface – yes, *that* Leatherface - and The Clown don't have their own Realms), so you may be looking at enduring dozens or even hundreds of Trials.

You might end up in Haddonfield chased by The Hag, or go back to Coldwind Farm for a rematch with the Hillbilly, but those won't advance your progress towards the gauntlet's end condition.

Your only blessing is that, through Offerings, you can steer the Entity's whims as to where you end up and perhaps who you might be matched against, and the Entity will never repeat the same combination of realm and Killer if you are victorious in a Trial against them.

Gonna Getcha +0cp (Mandatory if Gauntlet is taken)

You may be quicker on your feet than an average Survivor. Like, "Usain Bolt on a motorbike" fast...just for example. But though your Benefactor has tried to stack the odds in your favour, the Entity has evened the scales. Once they catch sight of you and initiate the chase, Killers are always fast and agile enough to catch up with their prey 'eventually', if the Survivor can't shake them off their pursuit.

Hook Camper +100cp

The Killers are dead set on preventing anyone from rescuing their claimed sacrifices. Once a Survivor is taken, you won't have many openings to rescue them before the Entity descends and removes them from the Trial: any opportunity will have to be made with Survivors' own boldness.

Out For Number One +100cp

Your allies, as competent as they may be, are only out for their own success. Don't be mistaken, they'll gladly work with you...as long as doing so maximizes their own chances of survival. If you're wounded and the exit gates are open, don't expect them to come back for you; if you're hooked, it might be better just to give up your struggle and hope for a quick death than hold out in agony for a rescue that never comes.

Stolen Voice +100cp

The Entity has not only stolen you away from the real world into its realm, but it has also stolen your voice from you. As well as yourself, all survivors you find are mute; only able to communicate through non-verbal means – you're going to have to make do with things like screaming, grunting, gestures and writing.

These Things Differ From Time to Time +100cp

The Entity is no longer limited to Realms and Killers from just its own world; it has raided your memories to provide a more varied and dangerous game. Both the Realms and Killers may vary to resemble beings or places that you have encountered in your past travels. While these may be similar in their base function and goal as most other Realms and Killers, they will each have their own unique quirks to remind you what you left behind.

Familiar Faces +100cp

You will be meeting survivors that are actually people you've met from previous jumps, even some companions you didn't import will be showing up for the Trials. Though for some reason none of them will recognize you, and they don't appear to have any supernatural abilities either. For all intents and purposes, they are regular human beings. That doesn't change the fact that these familiar faces that you know and love and they will be suffering the same fate as you and countless others in the realm of the Entity. The Entity will also always go for the most innocent and hopeful of course, but they can handle it for your sake - right? It should be noted that some of the more... outrageous looking characters will most likely be easier for killers to spot, as pink hair is not good for stealth and all that.

Inept Companions +200cp

Your fellow survivors are terribly suited for the task ahead. It might take a few hunts for them to get through their skulls that they need to act together, they often forget to use their skills or items to their best effect. And if you're thinking "good, they'll make for great bait", you might find they get strung up on the hooks far sooner than you were counting on.

Skittish +200cp

You are easy to startle, screwing things up if interrupted. You'll run at the first hint of the Killer, even if it would be better to stay put and hide, and if the Killer is indeed on your heels there's no time to think ahead...it's very likely that you'll corner yourself by accident.

Backfires +200cp

Starting engines will cause them to backfire at least once before you get them started, alerting the Killer to your location. Most other machinery you operate will give off loud noises to alert others to where you are. Better hope you've got a good escape route, or the Killers are preoccupied chasing the other survivors.

Expanded Roster +200cp

There are dozens more killers than listed, each with some special ability gifted by the Entity. If you are taking the Gauntlet, this does not increase the number of Trials you must succeed at, but it will bulk out the number of matches between the required Trials by a factor of three.

Sapped Vitality +300cp

Remember that little piece of your soul torn away each time you die in the hunt? Normally it has no noticeable effect, but now it saps your vitality. The more you die, the weaker, slower, more easily exhausted you are.

Your Rank Has Been Reset +300cp

Every so often, it seems like you lose a significant chunk of learning. While you don't lose access to anything bought or that is unlocked with experience (like things purchased with cp, or Bloodweb perks bought with blood points earned in the hunts), gains earned through practice and hard work seem to slip backwards a bit.

This occurs in all aspects that are improved by repetition – practice at fixing engines, the trust of other survivors built up over time, the effects of exercise, etc. You may fall for traps you could swear you already learned to avoid or fail to recognise someone you should know.

BM +300cp

Some survivors aren't very... polite to say the least. A few of them have seem to have grown extremely arrogant or confident in their abilities to avoid ending up in the Killer's grasp, to the point where they see this more as a game than anything else. They end up trying to actively aggravate the killer by taunting them mid-chase, occasionally getting them in a spot of trouble if they get to cocky, or doing squats of all things while you try to work on a generator. If you gain your fellow Survivors' ire though, these bad manners will be directed towards you instead, such as taunting you while you're on hook, intentionally leading the killer towards you, to other obnoxious actions that make your job incredibly difficult. This doesn't actually change any Survivor's skill level, but it does make them much less cooperative at times.

Killers Only

Own Worst Enemy +100cp

Now where did you put that damn- SNAP! Fuck. You have rather poor situational awareness, always forgetting where you set your own traps and snares – luckily you're too tough for them to hurt, but pulling yourself out of the trap takes time. You'll also easily lose track of Survivors in the dark.

The Light Of Humanity Put Out +100cp

You are entirely robbed of your morality and humanity for the duration of your stay here.

The Beast +200cp

Displeasing the Entity is unwise. Fail too many times, and it is *you* who will be hunted in a Trial of your own by the deadly Beast...who is to you what you are to the Survivors.

Pro Survivors +300cp

The groups of survivors you'll be pitted against are highly genre savvy, working together like a well-trained team rather than four terrified teens thrust together by nightmarish circumstances, and have their abilities minmaxed to ensure their success. They are always giving each other first aid, baiting you away from hooked sacrifices so their allies can rescue them, splitting to complete objectives simultaneously in different sections of the map or working cooperatively to speed repairs on the generators and escape.

The Price of Failure +300cp

The Entity needs its pound of flesh from somewhere, and if a survivor escapes, it'll be taking a little nip from you instead.

For every Survivor you allow to escape from the Trials, the Entity will take a small piece of your soul to replace the meal it lost. Instead of reducing your vitality, it removes some of your memories and a little bit of your intellect.

Drawbacks For Both Survivors & Killers

Unfavourable Conditions +100cp

If you're a survivor, the moon is bright and the Dark Mist is light, making you easy to see at long range in most Trials. If you're a Killer, most Trials are rather darker and the mists are dense, making it more likely for survivors to evade you.

Noisy +200cp

Are you dragging your feet on purpose? Unless you're staying still or moving at a snail's pace, others nearby can tell where you are quite easily by the amount of noise you make.

Poor Matchmaking +200cp

Even though the odds always seemed stacked against you, the Entity had something of a notion of fairness...but now it's a bit biased.

As a survivor, you might at times be teamed up with other Survivors who are way more inept than you are – leaving you to carry the team – or pitted up against a Killer way more skilled and powerful than the ones you've encountered in your last few Trials.

As a Killer, it becomes almost impossible to judge the Survivors before you see them in action – which is tricky, because trying to hide from you is their goal, after all.



END

After ten years, or the conclusion of your gauntlet, the Entity's Trials have come to an end. One more choice.



We'll Make It - Stay in this world to hunt as much as you please, or jump at every shadow.



Don't Look Back - Go home to your world of choice, back to the light.



Exit Gates Are Open - Move on to the next jump.

Notes

V0.91 Jump by Myrmidont. Many thanks to anons and non-anons who assisted with ideas or feedback.

Either background may be chosen as a 'drop in' option.

Post-Jump, you will earn Bloodpoints through both Killer activities as well as Survivor activities.

Post-Jump, you can decide whether new Bloodweb abilities (and any other perk's powers) are granted through the Entity's pleasure at your deeds, or whether they are granted directly by your Benefactor (same criteria for deeds either way, good or evil). Neither option is more powerful, it's just a flavor thing, unless you're hyper-cautious of inadvertently exposing the Entity to new worlds and to new victims.

The Bloodweb (and gaining power through sacrifices) is not training. It's more or less divine favour. So training boosters won't get you more Bloodweb abilities any faster, but if you have perks that increase your favour with gods or demons, that could help.

Think of the Entity as being like the old gods in Cabin In The Woods: it wants to see close calls, jumpscare, devious treachery, narrow escapes, mounting tension, visceral gore, unexpected heroism, retribution, brutality, blood and a twisted form of karma.

Jumpers who maintain nice fat safety margins or practice mass killing from afar are unlikely to accumulate many bloodpoints, while jumpers who make themselves merely mortal and expose themselves to risk and drama, and in general act like horror movie characters (either victims or killers), will unlock Bloodweb abilities faster.

The Pulse only warns you of enemies who will attack you on sight. Your next door neighbour might hate your guts and fantasize about killing you, but unless they're actually going to attack you, the pulse won't increase around them.

Companions cannot take drawbacks or other companions.

If further Killers with associated maps are released for Dead By Daylight, the number of victories necessary to complete the gauntlet mode increases accordingly.

You may import suitable items as matching ones for no cost, but if you take this as a gauntlet your locally-purchased item doesn't gain out of jump benefits until it is over.

Changelog:

Imports

Killer height now feet, not inches.