

DEAD BY DAYLIGHT

Design Document

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THE TERMINATOR

Design Document: Dead By Daylight x Terminator

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Overall design goal: Create a fun, exciting content which accurately represents these characters both tonally and mechanically, with suitable powers and perks demonstrating the strength and indomitability of both.

Survivor: Sarah Connor

The main protagonist of Terminator 2, Sarah is the mother of John Connor — the target of the T-1000. Battle-hardened and no-nonsense, Sarah is ready to do whatever it takes to keep her family safe.



Design goals

Sarah's perks are designed to demonstrate Sarah's ingenuity, prowess, and proficiency in working together with others to do whatever it takes to succeed and survive.

Biography

Wounded and desperate, Sarah trailed slightly behind her son and the terminator robot accompanying them through the steel mill. The T-1000 remained nearby, and Sarah knew John would never be safe until it was finally destroyed.

The group separated as the T-1000 approached, which soon overpowered the sluggish older model of its enemy, pinning the terminator's arm in a cogwheel mechanism to trap it before continuing to hunt John.

Sarah felt anger and dread as the T-1000 approached her and John on a walkway, but the steel mill seemed to have different ideas. Dark smoke poured from the rafters, obscuring her sight. She reached out to take John's hand and lead him backwards as the fog surrounded them, but his hand soon slipped away.

She turned, calling out to her son, to no avail.

Eventually, the fog subsided, and Sarah found herself in a forest clearing beside a campfire. Confused and angry about being separated from John, she paced as she continued to call his name.

Survivor Perks: Sarah Connor

Blood and Sweat

You're willing to push past any limit to save your friends. Once per trial, press the Active Ability Button while Repairing to instantly add **10%** Repair progress to the Generator.

Activating Blood and Sweat will make you Scream, put you into the **Injured** state, and inflict **Broken** for **150/130/110** seconds.

You can only activate Blood and Sweat while Healthy.

"No! We're going all the way!" — Sarah Connor

Design intent for Blood and Sweat: Sarah is willing to do anything to survive, even if it involves a little pain. This perk is designed as a complement to perks like Deja Vu, to help prevent difficult "three gen" situations where the killer has easy access to patrolling the final remaining generators.

Misdirection

After safely unhooking a survivor, gain a Token.

While sprinting, press the Active Ability Button to consume a Token.

You immediately create a trail of fake scratchmarks up to 20m ahead of you. Your scratchmarks are hidden for **5/6/7** seconds.

"Come on, Mom, you can do it! Come on!" — John Connor

Design intent for Misdirection: Escaping alive is more important than direct conflict. Where Diversion is a deceptive perk designed for use outside of a chase, Misdirection is designed to best used within a chase, aiding players who successfully break line of sight to mislead the killer.

Heads Up

While carrying an item, press the Active Ability button to throw the item 20 meters.

If the item has charges, it loses **20/10/0%** of its charges after being thrown.

Single use items (Firecracker, Flashbang) will immediately trigger upon landing.

"Come with me if you want to live."

Design intent for Heads Up: Working together results in a better outcome. This perk allows survivors to more easily share resources with each other, but the main draw for experienced players will be to trigger a flashbang at range. The timing for a Heads Up flash save will be difficult to practice, but success will feel great for the player.

Killer: T-1000 (The Terminator)

Movement speed: 110% / 4.4m/s

Terror Radius: 32m

The terrifying, shapeshifting antagonist of Terminator 2, the T-1000 can reshape its body, forming stabbing or slashing weapons, or taking the form of another person. Let's integrate those features into its power kit.



Design goals

The killer role needs to fulfill a power fantasy — the player should feel strong, threatening, and dangerous. I designed three core abilities for the T-1000 to help with this.

First, he is able to mimic the survivors, leading to confusion and paranoia among the survivor team when an injured teammate approaches them for aid. Secondly, he can use his shapeshifting to stab forward over common safe obstacles such as dropped pallets or windows. Finally, the iconic sprinting of the T-1000 from the movie is encapsulated with his passive ability of progressively accelerating until he is moving at terrifying speed.

To compensate for The Terminator's ability to continually increase its movement speed as well as having a short ranged attack, it has a slower 4.4m/s base movement speed.

Biography

The rogue terminator attempted to block the T-1000 from advancing, but it had no chance against the latter's agility. The T-1000 overpowered its rival, locking its arm in a nearby cogwheel before turning to scan its environment once more.

The target had been successfully reacquired, accompanied by its wounded and exhausted mother. Neither posed a threat; mission success was imminent.

Black smog began to fill the chamber. Lacking the advanced thermal optics of earlier models, the T-1000 lost sight of the target. It walked forward along the walkway to their last known location, but there was no sign of them.

As it continued to move forward, the metallic clank of the steel walkway gave way to crumpled dirt and dead leaves. As the fog finally cleared, the T-1000 found itself alone within a dark wood. It had no data detailing this location, but it didn't matter. All that mattered was the termination of John Connor.

The T-1000 began to walk once more, relentless in its pursuit.

Killer Power

Special Ability: Mimetic Poly-alloy

For a short time after injuring a survivor, The Terminator may transform its body, mimicking the appearance of the last survivor injured for a brief duration.

Special Shape: Survivor Mimicry

This form provides The Terminator with access to several abilities that allow for greater stealth:

- **Removes** the ability to attack or interact with Survivors. The Terminator cannot vault, kick generators, or break destructible objects in this form.
- Grants the **Undetectable** Status Effect.
- Survivors can interact with The Terminator, in order to "heal" their teammate.
- If "healed" more than **25%** health, The Terminator can Special Attack all survivors currently interacting with it, before slowly reverting to its regular form.

Special Ability: Lancet Strike

Press and hold the Power button to charge a Lancet Strike, then press the Attack button to unleash it.

Lancet Strike has extended range, and has a cool-down time of **8 seconds**.

Passive Ability: Relentless Pursuit

The Terminator is unrelenting in its mission to chase and eliminate targets.

For every second while in chase, The Terminator gains **1% Haste**, up to a maximum of **30%**. This resets once the chase ends, and goes on cool-down for **40 seconds**.

The Terminator does not gain the **Bloodlust** Status Effect.

Killer Perks: The Terminator

Aberration

Gain a Token for each dull totem destroyed. Gain **0/1/2** Tokens for each hex totem destroyed.

For each Token, gain 1% **Haste**, up to a maximum of 10%.

"Faster! He's right on us!" — John Connor

Design intent for Aberration: A fun complement to hex builds, which otherwise struggle when survivors break the hex totems. Has a max cap to prevent exploitative combinations, such as Hex: Plaything and Hex: Pentimento, otherwise the killer could theoretically reach a constant 135% movement speed (5.4m/s) which could be oppressive.

Designated Target

When chasing the Obsession, you gain stacks of Bloodlust **3/4/5** seconds faster.

Hooking the Obsession will cause another random survivor to become the Obsession.

"Jesus... you were gonna kill that guy!" — John Connor

Design intent for Designated Target: A terminator never stops until they have eliminated their target. Best for basic "M1" style killers who rely on basic attacks to damage survivors, as improving their ability to chase and loop is very important.

Overclock

After kicking a generator, it becomes **overclocked**. Survivors can visually identify an overclocked generator.

Overclocked generators are repaired **9/7/5%** faster.

When an overclocked generator is completed, shrapnel erupts from it, injuring survivors within a 5m radius and permanently deactivating Overclock. Healthy survivors are put into the injured state, while injured survivors are put into the deep wound state.

Only one generator can be overclocked at any time.

"You look like handmade shit." — Sarah Connor

Design intent for Overclock: An interesting gambit for both sides — the generator can be repaired faster (a risk for the killer), but it also inflicts a damage state on anyone repairing it (a risk for the survivors). Adds a fun layer of decision making for everyone.