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The huntress dead by daylight guide

Dead by Daylight has more than its fair share of eccentric and imposing characters throughout its many Survivors and Killers, some of them original creations and others licensed from well-known properties. The Killers especially have some unique looks to their names that are just asking for some cosplayers to take on the challenge of becoming the characters. To help with that, Behaviour Interactive is now publishing cosplay guides, the first of which is for the Huntress.Behaviour said not long ago that it would start sharing cosplay guides for its characters, and the first of those is out now for the Killer who was added in the Lullaby for the Dark chapter that released in 2017. Armed with hatchets and a eerie rabbit mask, the Huntress was the first Killer who had the ability to throw things at Survivors while chasing them around the Entity’s playgrounds.Making good on that promise of cosplay how-tos, the first one is now out and can be seen here. It includes a detailed breakdown of each part of the Huntress’ outfit with a lot of the focus place on the mask and her face that’s complete with some scars and other markings players might not have noticed. The weapons are of course a pair part of the look as well, so we get to see how both the large and small axes should look. Check out our very first Cosplay Guide featuring #TheHuntress ! Download the full guide here: #DeadByDaylight #DBDCosplay

pic.twitter.com/MLD8M27GG9 — Dead by Daylight (@DeadByBHVJR) June 21, 2019
Which character should we do next? ⤴ — Dead by Daylight (@DeadByBHVJR) June 21, 2019
This cosplay guide also has a link for the Killer so that you can see what she’s all about and what kind of shoes you’ll be stepping into if you cosplay as her, but the account of the Huntress that’s shared in the game’s journald lore is a better indication of what it’s like to come in contact with the Killer.OccommentsA figure clad in the head of a hare. A most disturbing sight,” the account from the lore journals reads. “This new foe holds something human within her. She seems to be a hunter. I have met many different beings in this place, but this is the first one with a natural skill of hunting. In any other place one could deem it a talent. But her knack for tracking, capturing and killing is something else here. There is something else in her too, she sees how to keep something.”Dead by Daylight’s first cosplay guide is out now, and we’ll have to wait and see which Killer or Survivor Behaviour plans on featuring next. This article has multiple issues. Please help improve it or discuss these issues on the talk page. (Learn how and when to remove these template messages) This article needs additional citations for verification. Please help improve this article by adding citations to reliable sources. Unsourced material may be challenged and removed.Find sources: “Dead by Daylight” – news - newspapers - books - scholar - JSTOR (November 2019) (Learn how and when to remove this template message) This article possibly contains original research. Please improve it by verifying the claims made and adding inline citations. Statements consisting only of original research should be removed. (November 2020) (Learn how and when to remove this template message) This article may contain material discouraged by the manual of style for video game subjects. Please help by removing content such as lists of minutiae or a detailed description of how to play a game, and rewriting the article in an encyclopedic style. (March 2021) (Learn how and when to remove this template message) Dead by DaylightDeveloper(s)Behaviour InteractivePublisher(s)Behaviour InteractiveMicrosoft Windows Starbreeze Studios (2016–2017)Behaviour Interactive (2018–present)PlayStation 4, Xbox One 505 Games Nintendo Switch Deep Silver Android, iOS Koch Media Stadia, PlayStation 5, Xbox Series X/S Behaviour Interactive Director(s)Ashley PannellDavid RichardMathieu CotéProducer(s)Stéfan Beauchamp-Daniël Programmer(s)Fadi BeyrouléJean-Philip DesjardinsStéfan VeilleuxArtist(s)Filip IvanovićMarc SalhaWriter(s)Farah Daoud-BricxComposer(s)Michel F. AprilEngine Windows Unity 4Platform(s)Microsoft WindowsPlayStation 4 Xbox OneNintendo SwitchAndroidiOSStadiaPlayStation 5Xbox Series X/SRelease June 14, 2016 Microsoft WindowsWW: June 14, 2016 PlayStation 4, Xbox OneNA: June 20, 2017AU: June 20, 2017EU: June 23, 2017 Nintendo SwitchWW: September 24, 2019 Android, iOSWW: October 1, 2020 Xbox Series X/SWW: November 10, 2020 PlayStation SWW: November 12, 2020 Genre(s)Survival horrorMode(s)Multiplayer Dead by Daylight is an asymmetric survival horror video game developed by Behaviour Interactive.[1] Dead by Daylight was released for Microsoft Windows in June 2016,[2][3] released in PlayStation 4 and Xbox One in June 2017,[4][5][6] released in Nintendo Switch on September 24, 2019, and a mobile port was released in iOS and Android on April 17, 2020. The Stadia version was released in October 2020. The PlayStation 5 and Xbox Series X/S versions released on November 12, 2020.[7] The game is played as a one versus four online multiplayer where one player takes on the role of the savage killer, and the other four players play as survivors, trying to escape the killer and avoid being caught and sacrificed to a malevolent force known as the Entity. Alongside several original characters, the game also includes downloadable (DLC) characters from several horror franchises such as Halloween, Left 4 Dead, The Texas Chainsaw Massacre, A Nightmare on Elm Street, Saw, Evil Dead, Scream, Stranger Things, Silent Hill, Crypt TV and Resident Evil. As of January 1, 2018, Behaviour Interactive became the game's publisher, acquiring publishing rights from Starbreeze Studios.[8] Gameplay The player repairing a generator with a toolbox with another Survivor A group of up to 4 survivors must evade 1 moderately powerful killer bent on sacrificing them on hooks to "The Entity". The survivors' perspectives are third-person, while the killer's perspective is first-person.[1] The survivors cannot fight against the killer unless using special perks, items or obstacles used throughout the map to stun the killer.[9] They must use such obstacles in the form of wooden pallets, windows, and items that they either find inside chests or bring before the match starts to help them run from the killer for as long as they can. In order to escape, survivors must repair 5 of the 7 generators scattered across the entire map to power the exit gates, then they must open the exit gates and leave the area themselves or find a hatch to jump into. Repairing a single generator take 80 charges. 1 charge is equal to 1 second in game normally, but there exist perks and toolboxes that accelerate the speed of charges. The exit gates take 20 charges to open and likewise, the time can be affected by perks. Toolboxes do not affect exit gate repair speed. Basic gameplay Most killers only have one form of locomotion, moving at a fast pace, which is moderately faster than the pace of a sprinting survivor, the average killer speed being 4.6 m/s compared to survivors' 4 m/s. When hunting the survivors, the killer must capture them by either striking them twice with their weapon (the first hit reduces the survivor to the "injured" state and gives them a speed boost that lasts as long as the successful hit cooldown, while the second hit drops them to "dying" and crawling on the ground) or grabbing them in one move by either catching them inside a locker, while attempting to vault over pallets or through windows (these work only when the survivor is injured, and does a slow vault or a medium vault), while repairing a generator, or trying to rescue a fellow survivor from a hook. Some killers have secondary attacks that deal double damage and put survivors into the "dying" state in one strike. The first time a survivor is hooked, they enter the first phase. In this phase only, the survivor can try for a low (4%) chance of escaping from the hook (the probability can be changed by perks and offerings) at the cost of tremendously accelerating the sacrifice process upon failure to escape. Hooked survivors can also be rescued by other survivors. If the survivor escapes or is saved and eventually hooked a second time, they will enter the "struggle phase", in which the survivor has to resist the Entity trying to stab them by rapidly pressing a button, until they are either saved by an ally or killed by the Entity. If the survivor is saved during the "struggle phase" and is hooked a third time, they will die instantly with no opportunity of survival. The killer, despite walking at the fast pace, is slower than survivors in most other movements: after striking a survivor, the killer will slow their movement to wipe the blood off of their weapon. The killer is also slower in vaulting through windows and cannot leap over pallets that survivors can throw down into their path (with the exception of The Legion when his power is active), but instead have to go around the spot or spend some time destroying them. The killer also has an aura-reading ability, constantly revealing the location of generators, hex totems, and (if they are carrying a survivor) hooks across the map. A new mechanic was added in Patch 1.5.0, which introduced "Bloodlust", 15 seconds into a chase, the killer receives a boost of 0.2 m/s to their base movement speed; 30 seconds into a chase grants the killer a 0.4 m/s boost; and finally, if a chase lasts for 43 consecutive seconds, the killer receives a 0.6 m/s boost. Bloodlust only lasts until a chase ends when the movement speed boost will degrade at a rate of 10% per second spent not chasing a survivor, with breaking a pallet or injuring a survivor instantly removing it completely. Every killer has a secondary ability, called a killer power. Each killer power is unique. For instance, the Wraith can "cloak", turning invisible and moving faster (but being unable to strike survivors while hidden), and the Hillbilly wields a chainsaw which allows him to dash quickly along the map and instantly knock down survivors he comes into contact with. The powers can be augmented using add-ons, which are purchased in the bloodweb using bloodpoints, which are earned from gameplay. As a survivor, players must escape the enclosed area, which can be done in one of two ways: either by repairing five out of seven disabled generators to provide power to the switch boxes of two exit gates leading out of the trial grounds; or by escaping through the hatch. The hatch opens when there is only one survivor remaining in the trial. The survivors will need a key to open the hatch if there is more than one person alive.[10] If the killer closes the hatch before the survivor reaches it the Endgame Collapse will initiate, giving the survivor only two minutes to open one of the exit gates before the timer runs out or they are caught by the killer. Opening an exit gate also triggers the endgame collapse[11] The survivors' movement options consist of sprinting, walking, crouch-walking, or crawling. They must elude the killer by losing their line of sight in a chase or by successfully hiding from them. When dealing with the killer, survivors can make use of a handful of items – searching chests inside buildings which will sometimes yield med-kits (which allow the survivors to heal themselves rather than wait for a teammate), flashlights (which can be used to temporarily blind the killer and rescue a survivor that the killer is carrying), toolboxes (which can be used both to repair generators faster and to temporarily sabotage hooks), keys (do a variety of things depending on their add-ons and may be used to open the hatch), or maps (which track objectives and reveal their auras). One resource that survivors can use are massive wooden pallets, which are placed upright, and can be pulled down when a survivor runs past them – if the killer is right behind the survivor, the pallet will momentarily stun the killer if it successfully hits them. Other technical advantages that survivors have include the ability to see the aura of downed and hooked teammates – thus easily drawing them to their location for a rescue – and can similarly see the locations of newly repaired generators and the exit gates for a short period of time once all necessary generators are repaired. When the killer is near, the survivors will hear a heartbeat, and eventually tense music, both of which increase in intensity with proximity to the killer. They can also see a red light (called the "red stain") emanating from the killer's head onto the ground, which reveals the direction they are facing. Objectives Interacting with most objects and actions in the game causes random skill checks to trigger. Right before a skill check triggers, the player will receive a noise notification, and a needle within a circle will then appear on-screen. The player must hit the action button, when the needle is within a certain randomly chosen section of the circle before the needle passes it. The player can hit either a "good skill check" or "a great skill check". Hitting a good skill check grants 50 Bloodpoints, and a great skill check grants 300 Bloodpoints and an instant 1% bonus to progression on the objective. Failing a skill check has multiple consequences based on the action being taken. Repairing each generator takes a lengthy period of time and makes a rather small mechanical noise during the process. Failing a repair skill check will cause an explosion that will set the progress of the generator repair back and make a loud noise alerting the killer to the survivor's location. Killers have the ability to damage generators, which will regress them over time. Sabotaging a hook takes a significantly shorter amount of time than repairing a generator but is considerably louder. To sabotage a hook, survivors must be equipped with a toolbox or have the Saboteur perk active. No skill checks will spawn whilst sabotaging a hook, and by default take 2.5 seconds to sabotage. Any progress made is reset upon cancelling the sabotage action. Sabotaged hooks will respawn after thirty seconds have elapsed (unless the perk Breakdown is active, which increases the time to 3 minutes if you were unhooked from that hook). Getting sacrificed on a hook will render it unusable for the rest of the game. Basement hooks cannot be sabotaged or destroyed. The process by which the survivors may heal themselves or each other can take drastically different lengths of time depending on multiple factors such as whether they have a med-kit, whether certain perks are active, whether the killer has been debuffed, and whether the survivor is healing themselves or an ally. Skill checks are as common as when repairing but have a slightly less severe consequence when failed. Failing a healing skill check still reduces the progress of the action but the wall made by the survivor being healed is quieter than the other explosions and bangs, but still alerts the killer of the location within a certain range. If a survivor is caught by the killer, they are picked up and usually carried to the nearest hook. During this time they can attempt to wiggle out of the killer's grasp before they reach the hook, and attempt to run away. If the killer succeeds in impaling a survivor on one of the many hooks in the area, a teammate can rescue the impaled survivor or, more rarely, if the impaled survivor (with a 4% chance) can rescue themselves from the hook. Once all generators are repaired, a survivor must find a switch next to one of two exit gates and hold it for 20 seconds in order to open the door. The game only ends when all survivors have either escaped or have been killed – thus, while some survivors may escape and finish early, those still inside must keep playing. Players who have escaped or died have the ability to observe the remaining players through the game's conclusion, or return to the menu and join a new game. If only one survivor remains then repairing generators can become nearly impossible. An alternative escape method would be to use the black lock, commonly known as the 'hatch', which spawns in a random area after the number of generators repaired equals one more than there are survivors left alive in the game (i.e., three generators repaired with two survivors still living). The hatch spawns closed but when only one survivor remains then it will open automatically. The killer can close the hatch, which triggers the "endgame collapse" phase of the game. While closed it can be opened if one survivor has a 'Dull Key' or a 'Skeleton Key' and will remain open for 30 seconds, allowing any remaining survivors to hop in and escape. During "endgame collapse", the exit gates are powered, disregarding the amount of generators still left unrepaired.[12] Perks Survivors and killers each have the option to utilize up to four perks in their load-out, which gives their characters special abilities. Players can only have one of each perk; for example, a player can have two exhaustion perks, but cannot have two of the exact same exhaustion perk. This applies to all perks, not just exhaustion ones, and is true for killers and survivors. Each character starts off with a set of three perks that are unique to them and must first be unlocked from the bloodweb at levels 30, 35, and, 40 before the other characters can use them. These perks normally aim for a particular play style for their respective characters and can be unlocked and upgraded in the "Bloodweb" using "Bloodpoints" and each Bloodweb can hold 1–4 perks. Perks differ between survivors and killers. Survivor perks can range from giving a burst of speed when running from the killer, to being able to self-heal without a first aid kit, to unlocking the ability to sabotage meat hooks without a toolbox. Killer perks may range from seeing survivors' auras, hindering their struggle time while being carried, and locking down generators to prevent them from being worked on. There is also a multitude of 'universal' perks that are available to be used by any character. Both survivors and killers are able to unlock items, perks, add-ons, and offerings through the Bloodweb. Every action performed in a trial awards the player a number of Bloodpoints, and the sum is added to the player's total at the end of the trial. Each level of the Bloodweb is a procedurally generated graph, which is larger at higher character levels. The rewards are connected to each other in a radial tree, and players must purchase rewards along the progression path to gain access to others. Once every reward on the tree has been purchased, the Bloodweb will generate a new level for the player to progress to, increasing that character's level. Once the character reaches level 50, they will be given the option to prestige. While giving the option, they will still be able to buy things from the Bloodweb, but will not further increase their level. Once prestiged, a character will reset their progression and receive one of their default customisation options in a blood-spattered variation. One can prestige one's character up to three times. The Bloodweb may contain items and their add-ons, offerings that can be spent at the start of the round to influence the trial's conditions, and perks that make the character more powerful. Offerings and add-ons may only be used in one trial, whereas items can be re-used until the player dies or gives it to another player. Items can also be acquired from chests placed around the trial map, but this does not affect the character's Bloodweb. Setting Characters and Lore Survivors Players assume the role of one of the 25 survivors: Dwight Fairfield, Meg Thomas, Claudette Morelle, Jake Park, Nea Karlsson, Laurie Strode, William "Bill" Overbeck, Ace Visconti, Feng Min, David King, Quentin Smith, Queen Tapp, Kate Denson, Adam Francis, Jeffrey "Jeff" Johnson, Jane Romero, Ashley "Ash" Williams, Steve Harrington, Nancy Wheeler, Yui Kimura, Zarina Kassir, Cheryl Mason, Felix Richter, Elodie Rakoto, or Yun-Jin Lee. The goal of the survivors is to escape the enclosed area, which can be done in one of two ways: either by repairing five of the seven disabled generators to provide power to the switch boxes of two exit gates leading out of the trial grounds, or by escaping through the hatch. The hatch opens only when there is one survivor remaining in the trial. The survivors will need a key to open the hatch if there is more than one person alive. If the killer closes the hatch before the survivor reaches it the Endgame Collapse will initiate, giving the survivor only two minutes to open one of the exit gates before the timer runs out or they are caught by the killer. The survivors' movement options consist of sprinting, walking, crouch-walking, or crawling. They must elude the killer by losing their line of sight in a chase or by successfully hiding from them. Additionally, two legendary have been added that turn their respective Survivor into alternate Survivor characters: Lisa Garland (Cheryl Mason), and Cybil Bennett (Cheryl Mason). Killers Alternately, players assume the role of one of the 23 killers: the Trapper, the Wraith, the Hillbilly, the Nurse, the Shape, the Hag, the Doctor, the Huntress, the Cannibal, the Nightmare, the Pig, the Clown, the Spirit, the Legion, the Plague, the Ghost Face, the Demogorgon, the Oni, the Deathslinger, the Executioner, the Blight, the Twins, and the Trickster. Each killer has a power that is specifically unique to them. The Trapper (Evan MacMillan) can lay down bear traps that injure and incapacitate survivors who step in them. The Wraith (Philip Omog) can become invisible and sneak up on survivors while emitting no terror radius. The Hillbilly (Max Thompson Jr.) can instantly put survivors into the dying state by striking them with his chainsaw. The Nurse (Sally Smithson) can pass through obstacles using her teleportation ability. The Shape (Michael Myers) grows in power the more he stalks survivors. The Hag (Lisa Sherwood) can put down phantasm traps and teleport to them when survivors trip them. The Doctor (Herman Carter) can drive survivors insane, causing them to scream and expose their current location. The Huntress (Anna) can throw hatchets and injure survivors from a long distance. The Cannibal (Leatherface) has a dangerous chainsaw rush that allows him to move incredibly fast and down survivors immediately. The Nightmare (Freddy Krueger) cannot be seen by survivors until he pulls them into the dream world, where he has the advantage. The Pig (Jigsaw/Amanda Young) can pressurize survivors with a reverse bear trap placed on their head that kills them if the key isn't found before the timer runs out. The Clown (Kenneth Chase/Jeffrey Hawk) can throw bottles of poison gas that impede survivors' vision and cause them to cough loudly. The Spirit (Rin Yamaoka) can phase walk without being seen. The Legion (Frank Morrison, Julie Kostenko, Susie Jolley) can move incredibly fast for short periods of time, in which they can vault pallets, and put a timer on survivors that downs them if they don't mend the wound in time. The Plague (Adiris) can infect survivors, either by vomiting on them or if they interact with an infected object or another infected survivor, causing them to puke and retch loudly. The Ghostface (Danny Johnson/Jed Olsen) can stalk survivors with no red stain or terror radius, as well as crouching and peeking around corners. The Demogorgon can lunge at survivors from far away and travel across the map through portals. The Oni (Kazan Yamaoka) turns into a powerful demon when he collects enough blood power from wounded survivors. The Deathslinger (Caleb Quisen) can pull survivors toward him from far away by reeling them in using his rifle equipped with a razor-sharp spear affixed to a chain. The Executioner (Pyramid Head) can leave behind a horribly painful trail that torments survivors who touch it, allowing him to expeditiously send them to a cage of atonement instead of a hook. The Blight (Talbot Grimes) can gain speed and stamina by running into environmental obstacles and then rush at a survivor. The Twins (Victor and Charlotte Deshayes) can separate and only one can be controlled at a time while the other character is controlled by the computer. The Trickster (J-Woon Hak) can throw knives in quick succession, hitting survivors repeatedly until they lose a health state.[13] Additionally, four legendary skins have been added which turn their respective Killers into alternate Killer characters: the Minotaur (Oni), the Krampus (Trapper), the Look-See (Doctor), and the Mordéo (Huntress). Realms The game takes place across fifteen realms which are based on the places the Killers became murderers: The MacMillan Estate (Trapper), Crotus Prens Asylum (Nurse, Clown), Autohavan Wreckers (Wraith), Coldwind Farm (Hillbilly), Haddonfield (Shape), Backwater Swamp (Hag), Lévy's Memorial Institute (Doctor), the Red Forest (Huntress, Plague), Springwood (Nightmare), Gideon Meat Plant (Pig), Yamaoka Estate (Spirit, Oni), Ormond (Legion), Hawkins National Laboratory (Demogorgon), Grave of Glenvale (Deathslinger), and Silent Hill (Executioner). The Cannibal, the Ghost Face, the Blight, the Twins, and the Trickster did not receive maps. Over time, the evilness of the killer's actions accumulated there until it attracted the attention of the Entity, an unknown force of darkness from a place with no name. Most realms are split into multiple maps with similar features but small variations. Buildings Every map except for Wreckers' Yard and Rotten Forest features a map-specific building or landmark that remains in the same place in the map every game. Every map also features a building known as "The Killer Shack" which is the same throughout all maps and appears in one of a few predetermined locations in the map, with the exception of six maps: Treatment Theatre, The Game, Lampkin Lane, The Underground Complex, and Midwich Elementary School. Dead Dawg Saloon contains a unique Killer Shack that has a third breakable doorway. Every new game, a room known as the 'basement' is placed under either the map-specific building, if the map contains one, or the shack. The basement is a special room consisting of one item chest for the survivors to scavenge in, and four lockers for them to hide in. It is also home to a special four-pointed hook that cannot be destroyed or tampered with in any way by survivors. The basement only has one way in, making it a very secure place for a killer to bring their victims without fear of other survivors saving them. Because of this danger, survivors are awarded a small number of points for even venturing into the basement. Plot The Entity, a supernatural being hailing from the ancient blood web, is awakened from his slumber and summoned by actions of great violence and malice. The killers, mostly serial murderers, or victims of terrible tragedy, are pulled out of reality by it and convinced or forced to do its bidding. In order to maintain its existence, the Entity requires sacrifices, and demands that they hunt and kill the survivors so it can feed off their hope and steal a piece of their souls upon death. In order to continue this hunt, The Entity blocks off the Gateways of death and puts the dead into a dreamlike state that leads the survivors back to The Entity's world to get hunted again. The survivors are pulled into the Entity's constructed world when they wander too close to the places the killers were taken from, disappearing from the real world without a trace. They end up at a lonely campfire, where they rest between trials, until a killer pursues them again. Each trial takes place in a series of realms constructed by the Entity of areas from where the killers were taken. The survivors' only hope of escape is to complete a series of generators scattered throughout each realm to power up large gates to escape. If the killer has killed all but one survivor, the Entity will offer the latter a final means of escape in the form of a hatch. Escaping from the grounds always takes the survivors back to the campfire, and offerings can be created to be burnt at it and appeal for the Entity's favour. Since the Entity feeds off the hope of the survivors to escape, it helps them just as much as the killers, acting as an impartial observer of the hunt, stepping in only to claim those hung on its hooks. The Void The Void is where the entity throws killers and survivors that can no longer be of any use. Soulless survivors and empty, useless killers are kept here, in a sort of limbo. The Observer The Observer is the only being in the Entity's realm (other than the Entity itself) that doesn't take part in the trials. It appears that the Observer has found some way to watch the Entity and those trapped in its realm without being seen or found, he is the generic narrator of the game. He is able to use telekinesis to manipulate the trials and can read the minds, emotions, and memories of every being in the Entity's realm, including the Entity. The Entity The Entity is the being that manipulates the killers and created the entire dimension that the game takes place in. It feeds off of emotion and absorbs the souls of survivors when they are sacrificed, this happened slowly for many, many years, so the survivor's soul is eaten slowly by the Entity. Downloadable content Behaviour Interactive, as of April 2021, released 22 individual DLCs in total. Each DLC has included both a new survivor and killer, except for four where only one character was introduced (Bill from Left 4 Dead, Leatherface from The Texas Chain Saw Massacre, Ashy from Evil Dead, and Ghostface from Scream), and one where 3 characters were introduced (Steve Harrington, Nancy Wheeler and the Demogorgon from Stranger Things). 15 of the 22 DLCs released have also introduced new maps that are accessible to all players. The DLCs release with an average of three months interval between each one. Prior to the release of every DLC since the Clown, a Public Test Build (PTB) is discharged, which allows the developers of the game to test and receive community feedback on the major upcoming changes. Once the PTB has been out for roughly two weeks, it is disabled for further maintenance on the pertinent upcoming DLC, such as bug fixing, adding missing features, etc. before the DLC officially gets released. The estimated time span between the opening of the Public Test Build and a new DLC's release is approximately 2–3 weeks, and the DLC typically releases a few days after the shutdown of the PTB. 9 out of the 22 currently released DLCs have featured licensed killers and survivors from both popular horror franchises and other video games. The DLCs can be acquired in two ways: by either purchasing them normally through Steam, or non-licensed characters can be purchased through a shop within the game using an in-game currency called Indescent Shards. This alternative way of obtaining the DLCs was introduced in the 2.0 update (Curtain Call DLC). Each DLC has its own trailer and a so-called "spotlight" that exhibits the killer and survivor as well as a new in-game map. The relevant DLC does not need to be purchased in order for any map to be played on. Three DLCs, The Last Breath, Left Behind, and A Lullaby for the Dark, have been distributed for free. Key This symbol denotes DLCs that unveiled licensed characters, indicating Behaviour Interactive acquired the license to utilize said fictional characters. Title Release Date Killer Survivor Map Ref. The Last Breath August 18, 2016 The Nurse Nea Karlsson The Asylum (Crotus Prens Asylum) [14] Halloween October 25, 2016 The Shape Laurie Strode Lampkin Lane (Haddonfield) [15] Of Flesh and Mud December 8, 2016 The Hag Ace Visconti The Pale Rose (Backwater Swamp) [16] Left Behind March 8, 2017 - William "Bill" Overbeck - [17] Spark of Madness May 11, 2017 The Doctor Feng Min Treatment Theatre (Lévy's Memorial Institute) [18] A Lullaby for the Dark July 27, 2017 The Huntress David King Mother's Dwelling (Red Forest) [19] LeatherFace September 14, 2017 The Cannibal - [20] A Nightmare on Elm Street October 16, 2017 The Nightmare Quentin Smith Badham Preschool (Springwood) [21] Saw January 23, 2018 The Pig David Tapp The Game (Gideon Meat Plant) [22] Curtain Call June 12, 2018 The Clown Kate Denson Father Campbell's Chapel (Crotus Prens Asylum) [23] Shattered Bloodline September 18, 2018 The Spirit Adam Francis Family Residence (Yamaoka Estate) [24] Darkness Among Us December 11, 2018 The Legion Jeffrey "Jeff" Johnsonan Mount Ormond Resort (Ormond) [25] Demise of the Faithful March 19, 2019 The Plague Jane Romero Temple of Purgation (Red Forest) [26] Ash vs Evil Dead April 2, 2019 - Ashley "Ash" Williams - [27] Ghost Face June 18, 2019 The Ghost Face - [28] Stranger Things September 17, 2019 The Demogorgon Steve Harrington, Nancy Wheeler The Underground Complex (Hawkins National Laboratory) [29] Cursed Legacy December 3, 2019 The Oni Yui Kimura Sanctuary of Wrath (Yamaoka Estate) [30] Chains of Hate March 10, 2020 The Deathslinger Zarina Kassir Dead Dawg Saloon (Grave of Glenvale) [31] Silent Hill June 16, 2020 The Executioner Cheryl Mason Midwich Elementary School (Silent Hill) [32] Descend Beyond September 8, 2020 The Blight Felix Richter - [33] A Binding of Kin December 1, 2020 The Twins Elodie Rakoto - [34] All-Kill March 30, 2021 The Trickster Yun-Jin Lee - [35] Resident Evil June 2021 TBA TBA TBA [36] Reception ReceptionAggregate scoreAggregatorScoreMetacriticPC: 71/100[37]PS4: 64/100[38]XONE: 58/100[39]NS: 61/100[40]Review scoresPublicationScoreGameSpotPC: 9/10IGN9/10PC Gamer (UK)88/100 Dead by Daylight received "mixed or average reviews", according to review aggregator Metacritic.[37] GameSpot awarded it a score of 9 out of 10, saying "At launch, Dead by Daylight suffered because of its reliance on peer-to-peer hosting and absent social features, but over time it rectified these issues. And while a brief and premature tussle with skill-based matchmaking turned the new player experience into a bit of a horror show (a problem which is now [was] fixed), thanks to its community of players Dead by Daylight is without peer in the asymmetrical competitive multiplayer arena, and has grown into one of the most robust horror experiences around". PCGamer awarded it a score of 88 out of 100, saying " In the five years since Behaviour Interactive released Dead by Daylight on Steam, the game has developed razor-sharp mechanical intrigue, an ultra-complex web of versatile builds and strategies, and a diverse suite of characters, each equipped with relative strengths and weaknesses". Sales During its first week, Dead by Daylight sold more than 270,000 copies.[41][42] The game sold more than 1 million copies within 2 months.[43][44] On November 16, 2017, more than 3 million copies were sold.[45] As of May 2019, the game sold more than 5 million copies.[46] In August 2020, the game reached more than 25 million players across all platforms.[47] Mobile release On June 19, 2019, Behaviour Interactive Inc. announced the plan to release Dead by Daylight to iOS and Android for free in an attempt to make the game more accessible to players around the world.[48] A different development team was formed that is fully dedicated to optimizing the game for the mobile experience. Dead by Daylight Mobile was initially slated for launch in 2019, however the developers had to push the release to 2020, citing their need for more time to work on bugs and optimize.[49] On February 27, 2019, Behaviour announced that the mobile versions will be published by Chinese video game publisher NetEase Games in Southeast Asia, Japan, and Korea.[50] It was released in EMEA, the Americas, and South Asia on April 16, 2020.[51][52] In its 48 hours of release, Dead by Daylight Mobile outnumbered 1 million downloads.[53] By October 2020, the game surpassed 10 million downloads.[54] See also List of horror video games References[a b Herrera, Kayla (February 10, 2016). "Dead By Daylight Is Just Another Upcoming Slasher Horror Game—Or Is It?". www.cinemablend.com. Retrieved June 6, 2016.

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