The background features two characters from the game Dead by Daylight. On the left, a character with dark skin and blue hair, wearing a blue and orange hoodie and large white headphones, looks down with a somber expression. On the right, a character with pale skin and long, wavy blonde hair, wearing a grey hoodie, looks forward with a slight smile. The entire scene is set against a dark, glitchy background with horizontal lines and digital noise.

DEAD BY DAYLIGHTTM FALSE CODE

A Concept Chapter by Baden Forson

SURVIVOR OVERVIEW

Name: *Rowan Ilderton.*

Gender: *Non-Binary.*

Role: *Troubled Creator.*

“A games developer, trapped in the realm of their muse, Rowan has no choice but to make the best of a bad situation. Utilising their own understanding of the entity and its rules they can subtly try to manipulate their games in order to stay alive.”

Rowan is a troubled creator, using their knowledge to bend the rules and stay alive.

Their personal perks, **Boon: Renewal**, **Lost Muse**, and **Boundary's Edge**, allow them to replenish their items, escape the killer and evade being hooked.



SURVIVOR LORE PT1

Born to a single mother in a small village in northern England, Rowan's life wasn't the simplest. As a child they suffered from horrific nightmares, frequently ripped from their sleep by glimpses of monsters and scenes of violence. Doctors and psychiatrists alike could do nothing but offer ideas and medication, but the pills never worked and the dreams remained the same. Eventually, out of ideas their mother enlisted the help of a local occultist whose aid caused the nightmares to subside, letting them live a more normal life.

During school Rowan wasn't particularly the brightest, unable to focus, and their penchant to ask odd questions often left them segregated from their small pool of classmates. Instead the flourishing world of the internet became Rowan's safe haven. There they could be themselves, free from judgement, free to express every thought and desire into the endless void of cyberspace. And it was here that they first discovered video games.

From the first time Rowan started to play, they knew this was what they wanted to do. They wanted to create something for others to explore, to navigate, to feel. By the time they reached adulthood they had already made several simple games, expanding their understanding of the medium with every new project.

SURVIVOR LORE PT2

Moving away from home, the nightmares began again, Rowan's dreams filled with vivid images of sacrifice and death. Unable to think of anything else, they began to use them as inspiration, recreating situations and characters in a digital form, weaving them into a horror game that took the world by storm.

Critics and players alike lauded their creation as revolutionary, a true testament to horror and the nature of mankind. Fortune and fame were now theirs, but Rowan could think of little else but the world from their dreams. They knew they had to build it, share it with everyone. And so they got to work.

Hours turned into days, turned into months, Rowan hunched over the computer feverishly creating. Little by little the nightmarish environment took form, each object and wall meticulously pulled from the sleeping world into their waking one. Symbols carved into rock jutted out from gutted wooden buildings, and bizarre architecture loomed over pools of iridescent liquid in a mockery of the natural world. Thick black fog covered the entire landscape, moving, shifting, distorting, endlessly changing the scenery.

Rowan stared in awe at the world on their screen. The place that had haunted them for so much of their life now in physical, albeit digital form. As they watched, black fog seeped in around them, out from the screen, under the door, through their window. When it finally cleared, there was no sign of Rowan, just an empty room and a blinking cursor on a computer screen.

SURVIVOR PERKS



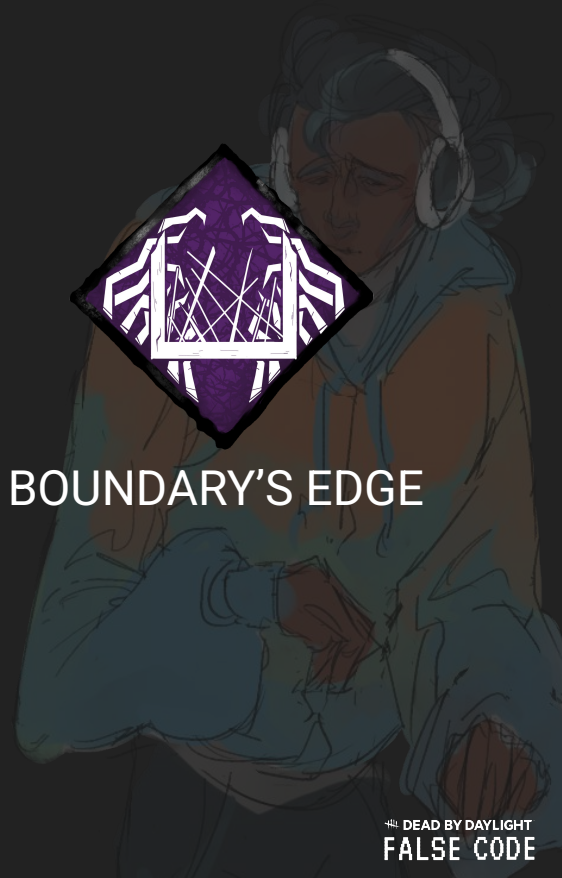
BOON: RENEWAL



LOST MUSE



BOUNDARY'S EDGE





BOON: RENEWAL

Your skills at creating new items has bled through into this world too.

Press and hold the *Active Ability button* on a Dull or Hex Totem to bless it and create a Boon Totem.

Soft chimes ring out in a radius of **24 metres**.

All Survivors benefit from the following effects when inside the Boon Totem's radius:

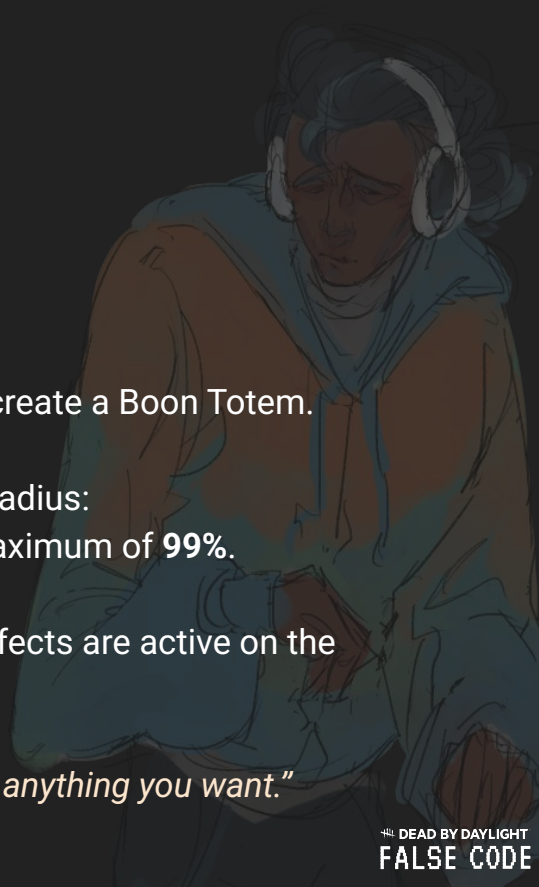
Items held by survivors recharge at a rate of **1/2/3 charges per second** to a maximum of **99%**.

Items do not recharge when in use.

Only one Totem can be blessed by your Boon Perks at a time and all of their effects are active on the same Boon Totem.

"My favourite thing about games? Probably the fact you can create literally anything you want."

- Rowan Ilderton.





LOST MUSE

Hope and passion can still be found in the darkness, even if fleeting.

After safely unhooking another Survivor, *Lost Muse* activates:

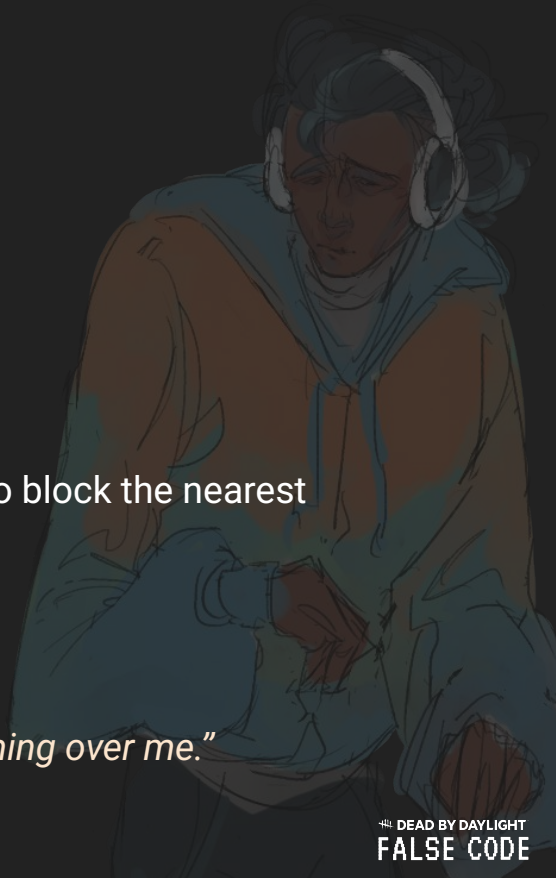
The next time you are picked up by the killer you call upon The Entity to block the nearest Hook.

Blocked hooks cannot be used for **30/45/60 seconds**.

Lost Muse then deactivates.

"I've survived this long. Maybe there is someone out there watching over me."

- Rowan Ilderton.





BOUNDARY'S EDGE

Your knowledge of games is finally coming in handy.

When performing a *Rushed Action* to vault a Window, *Boundary's Edge* triggers its effect:

Calls upon The Entity to block the window for **5/10/15 seconds**.

Survivors and Killers cannot vault the blocked window.

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

Boundary's Edge cannot be used when *Exhausted*.

"One thing a developer has to get right, is figuring out where to put the damn walls."

- Rowan Ilderton



KILLER OVERVIEW

Alias: *The Copycat*

Name: *Valeria Wilder*

Gender: *Female*

Power: *In Sheep's Clothing.*

Weapon: *Scalpel*

Speed: *115% or 4.6m/s*

Terror Radius: *32m*

Height: *Average*

“A killer who utilises her prey’s natural instinct to flock together against them, The Copycat stalks through the fog alongside Survivors under the guise of their own friends. Biding her time, she waits for the moment when their guard is down in order to strike, before taking on their appearance and vanishing into the darkness to find her next victim.”

The Copycat is a stealth killer, able to take on the form of survivors in order to sneak up on them.

Her personal perks, **Paparazzi**, **Final Callback**, and **Hex: Diminishing Returns**, allow her to track her prey, reduce the efficacy of their items, and stop them from escaping the hunting grounds.



KILLER LORE

A child star on a famous TV show, life in front of the camera was all Valeria knew. The dark omnipresent circle that reflected back every movement she made, recording each high and low her adolescent alter ego went through. Every day she lived through someone else's life, each moment perfectly scripted to further its narrative, whilst every night she returned to the messy imperfect world of her homelife.

Beloved by all, a veritable household name, and an idol to many a youth, she was on track to a life of stardom. Then a tragic accident forced her out of the spotlight. A slippery floor, a broken guardrail, a scripted moment gone wrong. Valeria fell, life slipping into slow motion as she overshot, her co-star reaching out to her, fear etched into her face. Eternity hung in the balance for all of a split second. And then she hit the ground.

Days of surgery. Weeks of hospital stays. Months of physical therapy.

People say Valeria was never the same after the incident. She disagreed with them all, hated the looks of pity people gave her, and despised the whispers behind her back. Going back into acting was off the table, her iconic role already passed on to another rising star, and people weren't eager to cast a broken washout who hadn't stepped onto a set in years.

So she turned to other means of regaining her fame. Whilst her peers took to podcasts, Valeria turned to streaming. Her avatar, a cutesy aged up reimagining of her famous role, greeted her steadily growing fanbase each day as she played games, watched videos, and reacted to content online. Finding her niche, she quickly rose to popularity once more as millions tuned in, more to listen to her discuss her thoughts on the latest scandals in the film world, than as she fought monsters in whatever obscure horror game she was playing that evening. Valeria had found the recognition and love she missed, but it still wasn't enough. She wanted, no, she needed more.

One night something about Valeria's stream seemed off. Technical difficulties seemed to stop her from interacting with her chat, and despite her apologies she didn't end the stream or try to fix it. A few days later, the news was full of reports that Skye, the young actress who took on Valeria's role after her incident, had vanished. She'd stopped coming to set, hadn't been seen in almost a week, yet her social media was still active, and she responded to messages and calls. Valeria spoke openly about the news, provided updates on the case, and promised a charity stream to help fund the search. As the world waited for information, so too did her viewer numbers skyrocket.

KILLER LORE

Then came the fated charity livestream. It started normally enough, with Valeria's usual cheerful voice introducing the game, the last piece a popular indie developer had produced before vanishing, talking aloud as she explored the fog-covered hellscape that made up the game's bizarre nightmarish environment. Donations poured in, and she answered questions that chat had about the missing actress. When the money reached 100K, something changed. Valeria's tone shifted to one of anger, she began to rant about Skye, her lack of skill, how undeserving of the role she was, how unworthy a successor she had been. Viewers became increasingly concerned as the rant ratcheted up in intensity to a vitriolic slew of insults and rage.

Then, for the first time ever, she turned on her camera. Skye's face stared at them through the camera, skin stretched over the silhouette of a doll mask, but it was Valeria's eyes that glittered beneath. It took a few moments for people to realise what was going on, and then the audience flew into a panicked frenzy. Yet Valeria seemed entirely unphased, collecting herself before smiling at them with her replacement's face as she returned to her game, walking deeper into the foggy landscape in search of the world's observer.

As police descended upon the premises, Valeria gave her audience one last smile before stepping off camera, stream still running, chat full of horrified users unable to look away.

She was never seen or heard from again. Most believe she went on the run, changing names and faces to avoid being caught. After all, she'd spent most of her life pretending to be someone else - how was this any different?

KILLER POWER



IN SHEEP'S CLOTHING

SPECIAL ABILITY: DISGUISED FORM

Press the *Power button* to put on a Disguise:
The Copycat's form changes to that of a random survivor's default skin.

Grants the *Undetectable* Status Effect.

Press the *Power button* again to end Disguise.

Performing a *Basic Attack* automatically ends Disguised Form.

Entering and exiting Disguise Mode has a cool-down of 2.5 seconds.

SPECIAL LOCOMOTION: CROUCHING

Press the *Secondary Power button* to Crouch:

Reduces her Movement speed to 2 m/s.

Press the *Secondary Power button* again to stand back upright.



KILLER PERKS



PAPARAZZI



FINAL CALLBACK



HEX: DIMINISHING
RETURNS





PAPARAZZI

Years spent studying the people who followed you has left you highly aware of the world around you.

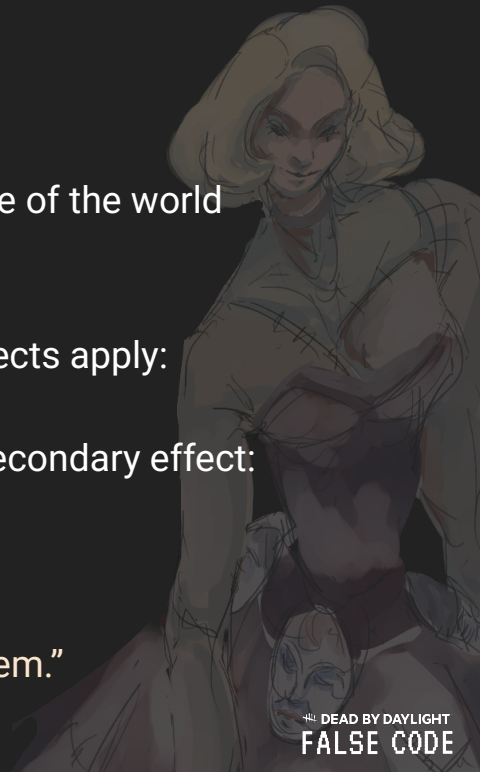
Each time you hook a Survivor other than your Obsession the following effects apply:
They become the new Obsession.

Whenever the Obsession is rescued from a Hook, *Paparazzi* activates its secondary effect:
All Survivors' locations are revealed to you for **3 seconds**.

You can only be obsessed with one Survivor at a time.

“Everywhere I went there were cameras. So I learned to use them.”

- Valeria Wilder





FINAL CALLBACK

You know just how to snatch away victory despite rising odds.

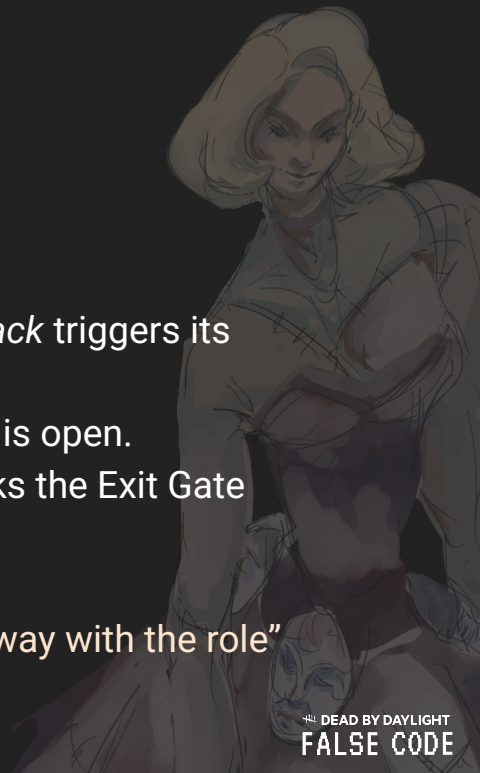
Whenever a Survivor opening an exit gate reaches **75% Progress**, *Final Callback* triggers its effect:

The Survivor is faced with a continuous stream of Skill Checks until the gate is open.

If they fail a Skill Check or interrupt the action by any means, The Entity blocks the Exit Gate for **5/7/10 seconds**.

“Sure, we both made it to the callback, but I’m going to be the one walking away with the role”

- Valeria Wilder





HEX: DIMINISHING RETURNS

You know exactly where to hurt the opposition. The wallet.

When a Survivor is hooked for the first time if there is a *Dull Totem* remaining on the map, *Hex: Diminishing Returns* activates and lights it:

Any items held by survivors will deplete at a rate of **1 charge every 3/2/1 seconds**.

Survivors cannot drop their items until they have lost at least **50%** of their charge.

All effects of the Hex Perk persist until its Hex Totem is cleansed or blessed.

“Don’t forget to like, share, and donate to the fund! It’s all for a good cause.”

- Valeria Widler

