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Spirit 3 best killer, in my opinion below the nurse and hillbilly, takes a few hours to perfect it, I'm not the best, but I'll give some tips perks with her, (Ruin mandatory high ranks) 1st ups: Ruins, Haunted Land or Excitement Hunting, Calling Nurse and Butcher Careless. In my opinion, a rather good and practical sled (my opinion is that we will always need auras)2nd enthralled: noises, ruins, tanatophobia, cheerful and spiritual rage. Nonsense that is used is quite and fine.3raperk: put it in the comments and I'll put one that sounds better and I'll try It's not a great thing I told you what skills to put them, but I'll give some other tips more: Masking that you jump the box (I say this because for survivors the spirit has no animation when jumping them), and when you use the spiritual world pays a lot of attention to the survivors!!! From dead in daylight WikiThe following list shows the skills available in the dead in daylight. Rangi's edit skills Each skill has three levels, also known as the marks specified by the marks at the top right of its icon. The number of marks in Skill represents his rank. High-level abilities are stronger than their lower-level options and provide more benefits. The first level of skill that the character receives is always the lowest. Higher levels can be obtained randomly at future blood network levels. Getting a top-level skill option will replace the lower version. Skills have a variety of rarities that increase with their ranks. Level of Rarity for Rank 1 Skills: Common (yellow) or rare (green) rarity level for Rank 2 Skills: Common (yellow), rare (green), or very rare (purple) rarity level for Rank 3 Skills: Rare (green) or very rare (purple) rarity level for Teachable Skills: Teachable (orange) Teachable skills are a special variant of each unique skill of characters that can be acquired for unlocking. Although they share a description with rank 1 skills, the learning skills do not include the skills per se, but the ability to achieve it. Exclusive and teachable skills edit-edit code Each character has three unique abilities that they can unlock on their blood network. At levels 30, 35 and 40 (in this order from the table below), each character will find a trained (orange) version of their exclusive skills. Once unlocked, other characters have the ability to get them into their respective blood networks. Keep in mind that the blood network is generated randomly, so the appearance of a certain skill is completely random. Survivors edit the code Assassins (code editing) Skills Survivor (44) edit code Icon Description Adrenaline character When you're going to run, you're overwhelmed by unexpected energy. You instantly heal for health and work at 150% of normal speed for 5 seconds once the exit doors are activated. If you are incapacitated by the moment when you have to act, Adrenaline is not in effect until you are released. Adrenaline wakes you up if it is activated while you sleep. Adrenaline allows you to ignore the effect of exhaustion status. Causes the effect of exhaustion status within 60/50/40 seconds. You do not recover from the effect of a state of exhaustion while working. Meg agility After taking an accelerated jump, you accelerate to 150% of your normal running speed for up to 3 seconds. Causes exhaustion within 60/50/40 seconds. Flexibility cannot be used when you are exhausted. You don't recover from exhaustion when you run. Were you angry? - Feng Meng Feng alerts your acute feelings are on high alert. When the Killer breaks something, you can see it within 3/4/5 seconds. I have a privileged look. - Feng Ming Feng Undisclosed hand improves the ability to perceive auras from your team and yours. Increases the perception range of the aura by 4/6/8 meters. Paying attention is what has kept me alive all these years. That's my appeal, of course. -Ace Visconti ace ace up your sleeve It seems that luck is always on your side. When removing an item from a chest, there is a 100% chance that it will carry a very rare accessory (or lower) and a 10/25/50% chance that it will carry an unusual accessory (or lower). When you run away, you save any accessory that has your item. Not everything that shines is gold. But gold is worth nothing in this place, so it can be useful. Ace Visconti Ace Autocuration allows you to heal without healing objects at 50% of normal speed. Increases the efficiency of treatment facilities by 10/15/20%. Claudette Balanced Fall You have unsurpassed agility. After falling from a certain height, your feline reflexes reduce the time it takes to recover by 75% and the volume of grunt when landing at 100%. You start working at 150% of your normal speed for up to 3 seconds. Causes the effect of exhaustion status within 60/50/40 seconds. You can't use a balanced fall, suffering from exhaustion. You do not recover from the effect of a state of exhaustion while working. I jumped from the top. - Nea Karlsson Nea Slippery Meat You have developed an effective way to get rid of bear traps and grant hooks {1}/{2} or {3} trying to free you from the hooks. The probability of release from bear traps increases by {4}/{5}/{6}. You all have an undeniable ability to detect danger. Get an audible warning when you look towards killer totems and traps in a 45-degree conical area within a radius of 8/10/12 meters. A small game has a recovery time of 15/12/10 seconds every time it is activated. He only works with traps placed by killers. All Sashable Skills. You're not soft, for sure. When you feel like you are going to get hurt, you get a rush of adrenaline that blows your feet. Click Active Skill as you run to push yourself forward. During this impulse you are invulnerable to damage. Causes the effect of exhaustion status within 60/50/40 seconds. You don't recover from a state of exhaustion while running. One night we were walking down the alley when he almost gave me a bottle of beer and then another one and another. I could only think: How are we going to have fun, boys. For the mess! It was a fair fight, really! - David King David with street long night outs have taught you to take advantage of what you have. Reducing the consumption rate of load goods by 10/12/15% for you and your allies in the 8 meter range. Once out of range, the effect will last 15 seconds. You're doing it wrong! Let me show you how it's done. - Nea Karlsson Nea Knowledge of Botany You use some plants found in La Bonfire to make tinctures that suppress bleeding. The rate of healing and the efficiency of medical facilities increase by 11/22/33%. Basic botany knowledge can save your life someday. - Claudette Morel Claudette Dejo Wu allows you to perceive the auras. Your paranoia and your horror of failure will prepare you to avoid repeating old mistakes. At the beginning of each game, and each time the generator is completed, the auras of 3 Generators close together showed you within 30/45/60 seconds. If you have a map in hand that can find generators, the ones that are identified by Deja Vu are added to it. All the light feet you work with light feet, making it harder to follow your trail. Traces remain 1/2/3 of a second less than usual. All empathy allows you to perceive auras. The auras of dying or wounded allies are shown to you within 64/96/128 meters. Sympathy does not reveal the auras of the Allies when they are in direct contact with the Assassin. Claudette Chills Supernatural shudder warns you that something bad is about to happen. You get a warning when the Killer sees in your direction within a 36 meter radius. And active, the probability of growth of tests for skills increases by 10%, and the size of success areas decreases by 10%. While Chills is active, Repair, Healing, Sabotage, Unhook, Jump, Cleaning, Search, and Opening Door Speed increase by 2/4/6%. There's a voice that doesn't use words. Listen - Lost Tapes: Sassy All Hope Being So Close to Being Able to Avoid Renews Your Hopes and Strengths. You get 5/6/7% of the haste state effect within 120 seconds as soon as the exit doors are activated. Tighten your seat belts tightly, asshole! Let's get out of here! - Lost Tapes: Nikki All Calming Spirit Description of an Unknown Skill. Please add a description in Template:Perk

desc. Jake It can't be das going the best of you under the greatest pressure. The size of the areas of success to pass excellent skills tests for repair, healing and sabotage increases by 10/20/30% if you are injured. All the urban evasion years you've spent running away from the police have taught you to move furtively. The rate of movement at squats increases by 90/95/100%. The picture is still fresh, but I left a long time ago. - Nea Karlsson Nea Family opens up the potential for the ability to analyze auras. While on the hook, the 8/12/16 meter aura of the survivors was shown to the rest of the survivors. Be kind to each other. We're in this together. - Lost Tapes: Win All Out Rolls You suffer a hopeless state effect throughout the game. Your thick blood clots are almost instantaneous. You don't leave pools of blood. The wound pain of growls decreases by 0/25/50% at all times. This allows you to fully recover from the dying of the state. I'm out of a pot. I hit that freak Ostias. I was kicked out, and the whole perch... So I went to the bar, I took a few pints and something else. Fine, you clean it, you know what? I'm going through. David King Is decisive strike Using the first thing you find at hand, you hit your aggressor in a desperate attempt to escape. Once someone unhookes you or unhookes you on their own, The Decisive Strike is activated and you can use it for 40/50/60 seconds. If the Killer catches you for the duration of the Decisive Strike, you will conduct a test of skill to automatically avoid its capture and stun it within 5 seconds. After that, the Decisive Strike will be deactivated regardless of whether you have managed to activate the Decisive Strike. If you succeed, you will become an obsession. Increase your chances of becoming an obsession. Killer can't get hung up more than one Survivor. There's nothing to be afraid of. - Lori Strode Laurie Esprint When you start working, you accelerate up to 150% of your normal running speed for up to 3 seconds. Causes the effect of exhaustion status within 60/50/40 seconds. You can't use a sprint until you're exhausted. You do not recover from the effect of a state of exhaustion while working. Meg Looter Instinct unlocks the potential of the ability to analyze auras. The breast auras are shown to you when you are within 16/24/32 meters. Provides a higher {4}/{5}/{6} to find a rarer item in chests. All Your Unwavering Fighting Experience has taught you something different about supervivence. You will be able to fully recover from the dying state once per game. Increases recovery rate by 15/20/25% when you die. Hell! I got up! - Bill Overbeck Bill Leader You manage to organize a team for more effective coordination. Increases healing, sabotage, hook rescue, cleaning, door opening exit, and search speed in the chests of other survivors at 15/20/25% when they are within 8 yards of you. Survivors cannot have the effect of more than one Leader. The effect stays active for 15 seconds after being out of the Leader range. Dwight We can help others boost your morale. For every survivor you save from the hook, you get an extra 30/60/90 seconds increase in speed to heal up to a maximum of 100% for {4}/{5}/{6}. I hope we can come out safely if we help each other. Everyone is left behind It's unthinkable to leave someone. Once the exit door opens, it earns 50/75/100% extra blood points in the altruism category and for making them 4/8/12% faster. ... Yes, not with me, but we can still be smarter and topple him if we work together. Stop being predictable and selfish! - Lost Tapes: Clyde All Object of Obsession A supernatural bond joins the killer. When you see in their direction, your link shows you each other's aura, and vice versa. It is only used if you are outside the killer's terror radius. If you are obsessed, this effect is activated in a maximum range of 56/64/72 meters. Otherwise, 44/56/64 meters. Increase the chances that you will be an obsession with the killer. A murderer can't become obsessed with more than one survivor at a time. He was looking at me! - Laurie Strod Laurie Test Description of Unknown Skill. Please add a description to Template:Perk desc Dwight Foreboding You have an undeniable ability to detect danger. Get when you look towards the killer in a 45-degree conical area within a 60/45/30-second radius. The Foreboding ability has a recovery time from {4}/{5}/{6} every time it is activated. Premonition is superior to any stealth killer ability. I have a bad feeling about this! All Silent Speed you don't make as much noise as others when you jump on obstacles or hide in lockers at full speed. Sound range and noise detection for jumping and hiding actions are reduced by 100%. This effect can only be activated once in 30/25/20 seconds. Meg Sustainability You are motivated when you are in trouble. Provides an extra speed of 3/6/9% for repair, healing, sabotage, rescue, jumping, cleaning, opening exit doors and searching when you are injured. Concentrate, even if it's desperate times. All laggards Description of unknown ability. Please add a description in Template:Perk desc Bill Saboteur Description of Unknown Craftsmanship. Please add a description to Template:Perk desc Jake Dark Sense opens up the potential in the ability to analyze auras. When the exit doors open to you, the killer's aura opens to you during {1}/{2}/{3}. As one sage said, relax, don't rush and don't worry! The best way to fight it is to know how you think. Murph, Lost Tapes All Up Stakes In the end everything will be fine, you just know. Your confidence strengthens the hope of the people around you. For each living survivor, provide an additional 1/2/3% Luck for all other survivors. What can I say? I'm just a very lucky guy... I'm sure something sticks to you. Ace Visconti Ace Technical Expertise You are very good with machines with precision and care. Your repair makes less noise and the distance from which they can be heard decreases by 8 meters. With repairing Test Skills failed, there is a 30/40/50% chance of preventing the generator from exploding. No one wins me stealth. - Feng Meng Feng Borrowed Time You've invaded unexpected energy when you rescue an ally off the hook in the killer's terror radius. Over the next 15 seconds, the Resistance will be applied to the Resistance to save the Survivor in the Terror Radius. Any blows you get during this time will cause the Deep Wound status effect instead of leaving it to die. The survivor will have 10/15/20 seconds to heal. If you suffer any damage at the same time or if the Deep Wound timer reaches zero, you will remain in a dying state. I'm sure it hurts a lot, but this one doesn't palm, so get up, soldier. Let's go! - Bill Overbeck Unique Survivor Description of Unknown Ability. Please add a description to Template:Perk desc Laurie Link opens the way to perceive the auras. Allied auras are shown to you within 20/28/36 meters. We have to work as a team, I need you to survive so I can do it too! - Dwight Fairfield Dwight We will live forever Description of unknown skill. Please add a description to Template:Perk desc David Iron Will You can focus and enter a semi-meditative state to alleviate the pain. The wound of grunt decreases by 50/75/100%. Jake Assassin's Skills (39) (Editing Code Editing) Description of the name of the Deer Stalking Character icon opens up the potential in the ability to analyze auras. The auras of dying survivors are revealed to you when they are within 20/28/36 meters. All iron Squeeze you cling so much to the survivors that the probability of escape is almost zero. The effects of the survivor's struggle are reduced by 25/50/75%. The time it takes to get rid of you increases by 4/8/12%. All the agitation craving to hang prey makes your blood burst. Increase your speed by 6/12/18% while charging with someone. While charging with someone, your terror radius increases by 12 meters. At some point, the desire to hang one of us outweighs even the desire to kill us. Barbecue and Chili Trapper Deep Connection with Ente allows you to perceive auras. After hanging Survivor, you will be able to see the aura of the rest within 4 seconds if they are more than 40 meters from the hook. Every time you hang Survivor for the first time, you get a cumulative blood point multiplier of 25% to a maximum of 50/75/100%. This bonus is awarded only after the game. Murder doesn't give me pleasure. There are things you just have to do. You don't have to like them. - Drayton Sawyer Beast prey Cannibal Your desire to kill is so intense that you will lose touch with Ente for a moment and become completely unpredictable. The red mark disappears within 15/20/25 seconds when the bloodshed is activated. The recovery time of the beast has a recovery time of 120 seconds. Where did he go? Sloppy Butcher You know where to hit to make them bleed. Wounds caused by successful attacks slightly/moderately/significantly increase the frequency of the survivor's bleeding. Bleeding returns to its normal rhythm when the survivor is cured. It's in its sadistic nature. There is no quick death, for it rejoices in the obscene spectacle of our dying suffering. Everyone leaves the best for the end unknown skill. Please add a description to Template:Perk desc Predator Form Description of an unknown skill. Please add a description to Template:Perk desc The Enraged Wraith Unknown Skill Description. Please add a description to Template:Perk desc The Chilling Nightmare Your terrible emanations reach supernatural distances. Your terror radius increases by {1}/{2}/{3}. Earn additional {4}/{5}/{6} at blood points in the malice category. Extra blood points are awarded only after the game. Pleasure in your fear. All the spy crows in the world can communicate directly with you. At 20/28/36 meters of time, crows give you a visual clue when you are within a {4}/{5}/{6} radius. In the shadows they torment, marking our mind with every cry. You're all very sensitive to your victim's breathing. Breathing survivors who suffer louder {1}/{2}/{3}, and normal breathing is another {4}/{5}/{6}. If you don't stop to catch your breath... She will. Nurse Brutal Force Your awesome strength makes it easy to pass the defense of your prey. Destroy generators and pallets knocked down 10/15/20% faster. It's more than just muscles. Dark power motivates the beast. The Blood Guardian Trapper Once per game, once at least one exit door is open, if you hang the survivor, you will call Ente, who will block departures for all survivors for 30/40/60 seconds. While Blood Guardian is active, you will see the auras of survivors in the exit areas. Nightmare Son of Light Unlike other beasts of fog, you have adapted to the light. Resistance to blindness increases by 60/70/80%. Eye recovery in case of blindness increases by 50%. These monsters ... They appear with strange new abilities. - Diario de Vigo El Pueblerino Hijo de las Sombras You have a sharp view in the middle of the night darkness. Your field of view is 9/12/15 degrees wider than usual. It doesn't add up with other improvements in the field of vision. His eyes, shining in the deepest darkness, pass through the night until they pierce your soul. Relentless Ghost You recover faster after erroneous attacks with your main weapon. The recovery time for failed attacks is reduced by 20/25/30%. All the insidious Unlock Stealth abilities. Standing in place {1}/{2}/{3} reduces your terror radius to 0 and enter stealth mode until you move or perform actions. Everyone plays with food unknown skill. Please add a description to Template:Perk desc The Extinct Light Shape You become obsessed with the survivor. The rate of altruistic action of your obsession increases by {1}/{2}/{3}. Once the obsession is killed or sacrificed, the rest of the survivors are fined for repairing, healing or sabotaging the speed of {4}/{5}/{6}. Just one obsession per game. It's not human... - Dr. Sam Loomis Curse Form: Hunting Song Description of Unknown Skill. Please add a description to Template:Perk desc The Hex Hunter: Hope Eater Description of an unknown skill. Please add a description to Template:Perk desc The Curse Witch: The Third Seal A Curse A curse that impairs your own ability to analyze auras. Beating the enemy with an active volume of hex reduces the effectiveness of their ability to analyze the aura by 100%. This effect applies to the last 2/3/4 Survivors hit. The hex effects are retained as long as the corresponding totem remains standing. It touched your skin, you wear a witch's sign! The Curse of the Witch: The thrill of a curse hunt that bases its power on hope. False hope of survivors stimulates and strengthens your totems. You get a badge for each off totem or Hex left on the card. Each icon gives you 10% more blood points on the Hunt category promotions. The rate of cleaning survivors is reduced by 4/5/6% for each icon. You get a warning when someone starts manipulating Hex Totem. The Hex effects endure until its corresponding Hex Totem still stands. All Hex: No one escapes the death of the Curse that bases its power on hope. You are encouraged by the strength of your totem when the survivors are about to flee. When the weekend doors open, this curse applies to any opaque tote left on the map. When this ability is activated, {7}/{8}/{9}. In addition, the recovery time for successful and unsuccessful attacks is reduced by 2/3/4% and accelerated by {4}/{5}/{6} speed. The hex effects are retained as long as the corresponding totem remains standing. And the beast became faster and more powerful, as if Ente's gloomy whip was whipping his back. The whole curse: break the curse that affects the ability of a survivor to repair generators. 100/150/200% suffer from rubble, resulting in: Good skill testing causes 5% return in generator repair. A large test of skill gives 0% additional progress in the generator. Hex effects persist as long as the corresponding totem remains standing. The curse has fallen on you, it will be your ruin. Witch monitoring and abuse thorough approach and scary app During the chase, your terror radius increases by 3/5/10 degrees. In other cases, your radius of terror decreases by {4}/{5}/{6} meters, and your field of view increases by {7}/{8}/{9} meters. The benefits of the field of vision do not accumulate. Time for your treatment! - Dr. Franklin's Death Doctor Your Violent Attacks cause survivors to drop the item they bear. When reset, the object is damaged and loses 0/5/10% of the load base. Sally, I hear something. For! Stop! - Franklin Murrmullos Cannibal You have an elementary understanding of Ente's voice. You sporadically hear Ente's whispers when you are within 48/40/32 meters from the survivor. The motives of the Mist are unclear, but it is undeniable that he is often on the side of the beast. - All Bitter Murrmur laptop opens up the potential in the ability to analyze the aura. The auras of the survivors are shown to you within 5/7/10 seconds when the weekend gates are running. All the pounding of the trauma caused by your brutal attacks makes asking for help extremely difficult. Agonizing survivors are not disclosed to others as long as they remain at an altitude of more than 32/24/16 metres. These weapons are useless. The old-fashioned way... With almonds! That's better. That's how they die better. - Nubbins Sayer Cannibal Territorial Order opens up the potential in the ability to analyze the aura. You are shown the auras of the survivors within 3 seconds when they arrive in the basement and you are more than 32 meters from the entrance to the basement. Territorial sorting can only be activated after {1}/{2}/{3}. We are not safe anywhere... The overwhelming presence of Hunter Only your presence inspires great horror. Survivors of your radius of terror suffer from inefficiency. The level of consumption of affected objects increases by 80/90/100% Shit! I dropped the gauze! Dr. Anxiety Presence Your Mere Presence inspires fear. Survivors in your terror radius are 40/50/60% more likely to trigger skill tests when repairing, healing or sabotage. The success of these mastery tests is reduced by {4}/{5}/{6}. His presence comes to us. Trapper reminds me that you're obsessed with a survivor. Each time you hit your obsession with a major attack, you increase the time it takes to exit the gate to open for 4 seconds, to an additional 8/12/16 seconds. Obsession is impervious Remind me. A murderer can't become obsessed with more than one survivor. Repair Nightmare Accessories that affect energy recharge time are more effective {1}/{2}/{3}. Twisted one produces impressive tools from scrap metal... Tools designed to creatively cripple us... It's scary to think how smart he is. - Laptop Steady villager you pain resistant. The recovery of the stun is accelerated by 50/60/75%. Nothing bothers him. Bloody hound, like a dog, you smell traces of blood over long distances. Fresh blood traces are a little/moderate/significantly more noticeable and can be traced for 2/3/4 seconds longer than usual. Gujarros, which shine in the moonlight, my life drips in a very simple subsequent garter. The monstrous sanctuary of Wraith Hot Care, which you dedicated hooks found in the basement, piqued Ente's interest. Cellar Hooks are given the following bonuses: 3/6/9% faster in Ente's progression. 5/10/15% increase in difficulty in trying to escape. 3/6/9% increase in fines for botched shoots. Then you'll know there's no way out. When you get hooked in the depths, you come across a dark creature. All overload increases your hatred of progress. Overloads the generator when the break generator is running. The next survivor to interact with this generator will face a moderate/significant/extremely difficult skill test. If this fails, it will lead to a regression of the generator 3/4/5%. If it succeeds, it will not make any progress, but it will prevent the generator from exploding. It's a trap. But a trap to enter... Dr. Tanatophobia His courage disappears on the evidence of his undeniable mortality. All survivors receive a fine for repairing, healing and speed of sabotage for each wounded, dying or recruited survivor. With one survivor injured, dying or hooked, the rate of action decreases by 3/3.5/4%. With 2 survivors injured, dying or hooked, the rate of action decreases by 12/14/16%. With 3 survivors injured, dying, or hooked, the rate of action decreases by {7}/{8}/{9}. With four survivors injured, dying, or hooked, the rate of action decreases by {10}/{11}/{12}. She plays with us and enjoys our pain. Nurse Nurse Vocation discovers the potential of the ability to analyze the aura. You have shown the auras of survivors that are healed or healed if they are within a radius Even tied to the remnants of its past, it attracts those who need help. Nurse Skills are not available to edit code The following skills have been found in the game files, but are not available: Icon Name Description Last Position for each survivor escaped or killed, your speed increases by 71/2/15/25%. Unsatisfactory unknown effects. Artifact Hunter Sustainable Corridor Excess Security

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