

~~Dead by Daylight X Changed Chapter~~

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Some Quick Things to Note:

- ★ Do be warned that Changed is a very peculiar furry game with suggestive(?) parts, so if you decide to check it out be cautious.
- ★ This whole idea evolved from just simple shower thoughts, so expect it to be a little rough around the edges. I'm also not a master at balancing games, so apologies if something seems over/under powered. Feel free to criticize though!
- ★ I would've been down to sketch some of these so you could get a picture of what I'm talking about, but I'm absolutely shit at art and have zero experience with 3D modeling.
- ★ For those who don't know, Changed is an RPG-Maker game by DragonSnow where you wake up in a lab foreign to you, and you have to escape while avoiding latex creatures who can and will "change" you into one of their own. There's a lot of body horror involved, and it's pretty difficult overall. It's only 6 USD on Steam, and it takes only a few hours to beat. Plus, you get a demo version of Changed-Special, which, in my personal opinion, definitely amplifies the body horror aspect of the original game. You should definitely play it if you want a short and, well, very weird experience.

- ★ Most of this is based around the original, since the remake has a new plot and all that jazz, but I did take some things from Special (like quotes).
- ★ The Survivor's/Protagonist's "canon" name is simply Colin, nobody really knows his last name. I chose Summers as his last name to fit the style of DbD's survivor naming scheme, and also because I think it suits him well.
- ★ The Killer doesn't have a real name aside from "K," so I threw it into google and came up with the name "Alok Kanojia," who is an American psychiatrist that founded "healthy gamer." His nickname is "Dr. K," which is how he, y'know, popped up in my search. I am so sorry if he's reading this right now.
 - Wikipedia article about the dude: https://en.wikipedia.org/wiki/Alok_Kanojia
- ★ The font I used for this is called "Bad Script," in case you want to use this font as well.

New Survivor: Colin Summers

~~Description~~

Colin Summers was a young, hard working man, studying hard to become a computer scientist of sorts. Naturally, he was also a reclusive individual, spending most of his time studying, reading, or simply relaxing. His simple studious life all came crashing down one day, when breaking news announced that a new, hard-to-detect virus had been discovered. It was highly infectious and had no cure, and with how many people had already been infected, it

was bound to be the end of humanity. The World was in chaos, panic was everywhere, and stress was at a maximum. Colin couldn't bear it. What if his family was sick? What if they were already dead? What if he was infected? These questions swarmed his mind as he laid in bed every night, keeping him wide awake. One night though, when sleep had finally taken him, things took a turn for the worse. He awoke to the sound of wood breaking and splintering, as well as many pairs of footsteps rushing inside... toward his room. Colin jumped from his bed and held the wooden bat he kept beside his bed tightly. The door to his room flung open, and heavily armored people rushed in with guns pointed at him. He dropped the bat and put his hands behind his head, there was no way in hell he could take them all on at once. One of the armored men stepped forward and put a cloth over his face and handcuffs on his wrists. He was led outside and thrown into the back of a truck, which was one of the last things he remembered aside from one of the members mumbling something about "sacrifices."

Much, much later, Colin woke up again, but in a foreign place. Bright fluorescent lights stung his eyes, a somewhat sweet taste lingered in his mouth, and he felt weak. After doing some observing, he concluded that he was in a laboratory, and after a living blob of white shuffled out of the vent and right toward him, he knew that he wasn't alone, nor was he safe. With nothing but a pair of pocketless shorts and a brain to outsmart these things, he pressed on. He encountered more monsters, some pure white, some inky black with skull masks, some gray with shark like fins, all of them gooey. Hell, he even met one that could speak and didn't pounce on him right away. Even if he was a latex creature like the rest that could "transfur" him, as the previous scientists had wrote, he appreciated having someone else to talk to, and the same went for the creature, whose name was "Puro."

Their journey came to a screeching halt, however, when they met a scientist who wore a modern gas mask and quite a furry look. turning a valve to some gas canisters sitting in the center. Colin started to feel... tired. Sleeping gas. The cans had sleeping gas in them. Colin couldn't keep his eyes open. He stumbled forward, and his legs gave out from underneath him. He stared up, and the scientist with piercing red eyes looked back down at him. His eyes finally shut, feeling defeated as he listened to Puro pound on the automatic metal door and the cans that hissed like snakes.

Colin finally awoke again, but instead of being greeted with bright fluorescent lights, he found himself lying in a small patch of grass. He sat up and glanced around, he was in a forest? Something in his gut told him that this wasn't a normal forest; something was off.

Well, on the bright side, he had at least escaped the laboratory.

~~Perks~~

Level 30 Teachable - Boon: Safety in Numbers

Sometimes, it's better to go with the pack then go at it alone. Press and hold the Active Ability button near a Dull or Hex Totem to bless it and create a Boon Totem. Soft chimes ring out within a radius of 24 meters. Survivors inside the Boon Totem's range benefit from the following effects:

+Their aura is revealed to all other survivors, and they can see all other survivor's auras.

The effect persists for 5/7/10 seconds after leaving the range of the Boon.

"You start praying for someone, anyone to show up- any sort of human, just one person. It could be anyone, even the people who kidnapped you."

Level 35 Teachable - Toe Walker

Moving quickly and quietly is a massive factor when it comes to sneaking around monsters.

Your footsteps while walking and running are quieted by 50/65/80%.

"...human is really quiet when walking." -Puro

Level 40 Teachable - Show-and-Tell

Knowing what you're working with is vitally important. When healing another survivor, or when

another survivor is healing you, Show-and-Tell activates. While Show-and-Tell is active, you

see all of their perks, items, charges, and add-ons, and they see all of your perks, items,

charges, and add-ons. This effect persists for 0/3/5 seconds after the healing action stops.

"Humans are social animals. Fighting without partners or talent is likely to result in death."

-The Scientist

~~Extras~~

A few skin ideas I had for him: Inconspicuous Mask (Uncommon), Liquid Human (Rare), and

Werewolf Colin (Ultra Rare).

Inconspicuous Mask is based on a costume you can put on in Changed - Special in the Office

Area. It lets you pretty much skip a section without risk. I think that just the mask would be

enough for a Head option, as putting armholes on the costume would look weird.

"It smells faintly of oranges."



Liquid Human is based on one of the game overs you can get at the very beginning of the game, where you interact with some goop on the walls and become a very liquid-ish human, "melting like ice cream" as the game puts it. It wouldn't change too much aside from making Colin very, well, melty n all. Probably a linked set.



Werewolf Colin is a legendary set that, like before, is based on a secret-ish game over you can get near the start of the game by searching through some boxes. You turn into a werewolf with actual hair, not goop, and keep your human stature. I think it'd be a nice detail as well to change up some sounds like the grunts of pain or hit/downed screams, like the Baba Yaga skin for Huntress.



New Killer: The Scientist

~~Description~~

Throughout school, Alok Kanojia was top of the class, excelling especially in chemistry and other science classes. It was no surprise when he graduated with a Bachelor's Degree in chemistry at the age of 22 and got a job at Thunder Science Co, one of the top laboratories in the nation. There, many called him "Dr. K" for the sake of simplicity.

However, only a few months into his job, scientists around the world began discovering a virus that preyed on human weaknesses and was extremely contagious. A cure would take decades to find, and if you were infected, you'd drop dead in just a few weeks. Scientists continued researching the virus, and after some time, they discovered that this virus could be easily cured in animals of just about any kind. So, that's what the science foundations turned their studies to. Turning people into beasts to cure this virus.

Many failed experiments involving latex creatures followed. Though the samples they produced turned people into animals as desired, the samples also altered their brain structure, making people forget who they were, and instead giving them animalistic instincts to seek and change more individuals into kinds like their own. Alok and the diminishing number of scientists worked tirelessly on perfecting these samples, testing one after the other on unwilling subjects. The look of pure fear in the subjects eyes as they watched themselves become monsters wore Alok's sanity down to a pulp. It came to a point where the looks on their faces barely affected him.

Finally, they had produced a successful sample, or at least they thought. They had no time to test it on the last of the subjects they had as gunshots rang out from a few rooms over, followed by many shouts and screams. Alok took the first chance he got to rush to his office, the chemical along with some medical equipment in his hands, ignoring the protests of his colleagues. He locked the door behind him and pushed some filing cabinets over in front of the door, ensuring that he was cut off from the rest of the lab. He then inserted the needle into one of his veins and let the compound flow. With the chemical flowing in his veins, he sat and waited, continuing to listen to the screams, yells, and gunshots from outside of his door. Eventually, they died down, leaving Alok with the sounds of the humming of the lights and his own heavy breaths. He sighed, shutting his eyes and letting himself rest. He should wait a bit for any stragglers to leave before he left himself.

When Alok had awakened again, he felt... different. Warm and cozy, like he had been wrapped in a blanket. Opening his eyes, he saw that he had a muzzle that jutted out a few inches from his face! Putting a hand up to it, he discovered not only was it real, but he also had paws with claws on the tips of his fingers that could put a gnarly gash in anything. He also found out what the warm feeling was, he was covered in fur! Standing up, Alok found himself to be taller, and stronger too when he started moving all the filing cabinets back into their original position. Opening the door from his office, he found that, strangely, there was almost no blood, let alone bodies, dead or alive. Then again, he was far away from the action, but when he investigated the lobby there were just bullet holes, vests, and even a few guns here and there. What the hell happened?

He thought this question for the next few years as he continued to provide for a group of uninfected elites that had commissioned a shelter from this chaos when it first started (Who, quite frankly, were surprised by his new appearance) and do smaller experiments, all while he occasionally checked on the last test subject they had, in a state of hibernation in a sci-fi like tube. However, this subject was awakened when the power was spontaneously cut. It was clear his intentions were to escape, so Alok worked tirelessly to set a trap of sorts for the subject to walk right into, set in his office. This man could be a potential carrier, and letting him out into the wastelands of the world was out of the question.

Hours later, the subject stood in his office, separated from the monster he had become friends with along the way and staring him in the eyes. Alok, wearing a gas mask he had grown accustomed to over the years, turned around and turned the valves of the gas canisters on, hissing in the air. His footing faltered, and the subject collapsed right in front of him, all while the beast banged relentlessly on the door. He sighed and turned the canisters off, picking up the limp body off the floor, much lighter than he anticipated. Right then, a black fog rolled in, enclosing around the two. It whispered and seemed to have a life of its own. It continued swirling around them, drowning out the deafening bangs of the creature. It then flowed into his nostrils, making Alok feel extremely sluggish before promptly putting him to sleep.

Later, he had awakened, in a lush forest that looked nothing like the wasteland he was accustomed to. He stood up and looked around, noticing that he had a pair of... gardening shears? They were definitely his, his name in black ink on it gave it away. As he continued observing, he realized that something else had awakened. A craving. A thirst for blood. The

hunger made him feel weak, and that's when he realized what the shears were for. Bloodshed. He gathered up what few belongings he had and pressed on into the thick forest, hoping to find something, or even someone, to quench this new feeling.

~~Power: Successful Samples~~

After countless tests and tribulations, a successful sample emerged. Start with 4 vials of Latex Traps and 3 vials of Thrown Samples.

Special Ability: Latex Trap

Press and hold the Active Ability Button to pour a vial out and set a trap. Survivors that step in the trap will trigger killer instinct and start the countdown for The Hunt, deactivating the trap and giving you a trap to place in return. Maximum of 4 traps at a time, but can be changed using various add-ons. Traps can be deactivated by holding the Active Ability Button while standing on top of a trap, allowing you to place it somewhere else.

Special Ability: Thrown Sample

Press and hold the Power Button to ready a vial to throw. Vials will break upon impact and create a small puddle that acts like a Latex Trap that disappears after 20 seconds. Survivors hit directly by a vial will start the countdown for The Hunt and contribute bonus progress toward the countdown. Once a puddle disappears, gain a vial of Thrown Sample back.

Passive Ability: The Hunt

After 30 seconds have passed after a survivor steps in a Latex Trap, The Hunt occurs. When The Hunt starts, the survivor who's affected by it will scream and be revealed by killer instinct for a few seconds. Then, they'll be afflicted by Hindered, Hearing, and Blindness for the duration of the Hunt, which is 30 seconds at its base.

Hindered reduces survivor speeds.

Hearing impairs your hearing.

Blindness prevents survivors from seeing auras.

"They're definitely smart. However, they are no longer human. They are fundamentally different. At least they look adorable." -The Scientist

~~Perks~~

Level 30 Teachable - Supportless

The first step of taking out your prey is to get rid of any and all support they have. When a Boon is activated, the totem and the survivor that blessed it is revealed for 5/7/9 seconds. You snuff totems 50/60/70% faster.

"I knew I should have spent more time ruining the help that bastard left for you." -The Scientist

Level 35 Teachable - Bloodthirsty

The Entity has given you an almost unquenchable thirst for blood. Gain bloodlust tiers 35/50/65% faster, and don't lose tiers when breaking a pallet, wall, or generator.

"Isn't this the moment you've been waiting for? This living human is standing in front of you. White, tender, healthy, and within reach..." -The Scientist

Level 40 Teachable - False Hope

Decoys and other hindrances, if done right, can be a game-changer. In the trial, an 8th generator spawns. This generator is marked by a gray aura, doesn't show up with aura reading perks, and, when completed, doesn't count toward the total generator tally. Survivors who complete it will scream and reveal their aura for 8/10/12 seconds.

"I'll block all the passages upstairs later. I don't want to play anymore games." -The Scientist

~~Extras~~

The Scientist's weapon would be a pair of gardening shears, found in his office in Changed. Though he never uses them as a weapon in game, it's much more interesting than something like a claw hammer (which, in turn, he does use as a weapon.)

For the mori, I was thinking that he'd have quite a brutal one. He'd first drive his shears into the ground before taking off his mask along with it. Then, with fangs bared, he'd get on all fours and go straight for the survivor's neck, ripping and tearing. Once his appetite was sedated, he'd promptly stand back up, lick the blood off his lips, put his mask back on, and grab his shears out of the ground.

Weapon Cooldown would probably Alok licking some of the blood off the shears as an attempt to satisfy his hunger temporarily.

Some Scrapped Ideas and Other Things

- ★ I had a Legendary skin idea for Colin that was based on one of the endings, but ended up scrapping it cause I didn't want to spoil the ending or be extremely vague about it.
- ★ I had a perk idea for Dr K that was simply a scourge hook that inflicted Deep Wound on the survivor that got unhooked. Ended up scrapping it cause one, it'd cancel out BT, two, it's pretty bland, and three, FACECAMPERS.
- ★ I did think of some icons for some of the perks, but not all because I'm kinda lazy.
 - Bloodthirsty: The scientist's fangs bared, with blood smeared on his teeth and muzzle.
 - False Hope: 4 generators arranged in a diamond, with the front center one being white with the other ones being a transparent gray.
- ★ The inspiration for "Toe Walker" came from a time when I was playing as killer. Someone was trying to get a flashlight save, but I heard their footsteps and was able to track them down.
- ★ Colin's perks are best used for solo-queue and what not (since I know a lot of peeps play alone), and The Scientist's perks are supposed to go well with underused perks like Beast of Prey, but are also viable on their own.
- ★ Not really a scrapped idea, but I had an idea for an Iridescent/Very rare add-on that made it so that survivors affected by The Hunt would occasionally move the camera and the character sporadically just to add to the fact that when you are taken over by one of these things, you lose your free will. Didn't put it up with the killer because if I

did I'd probably have to type out a bunch of other random addons that are useful but overall boring.

- ★ I was thinking of another mori for *The Scientist* that made it so that if the survivor had *The Hunt* activated, there'd be a different mori that involved "changing" the survivor using his samples. Scrapped it because Mori's never change the survivor's base model, and I liked the thought of something a lot more animalistic and brutal. Plus I couldn't think of anything decent for it.
- ★ Though in the first game the lab doesn't have a name, in the remastered edition there's a sign at a part that reads "*Thunder Science Company*," which I decided to go with.
- ★ Some pictures of their in-game sprites, with Colin on the left and Alok (Dr. K) on the right.

