

Credits

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Chapter Adv1: Death Note

Introduction

Every killer has a motive. Some seek revenge against a world they believe has done them wrong, angrily lashing out at anyone in their way. Others enjoy killing for the simple rush of adrenaline one gets from watching the life drain from their victims' eyes. A few see their murders as a form of divine punishment, their blades the vessels to which judgment is delivered. Of course, in the realm of the Entity, a killer's reason for spilling blood hardly matters. All Survivors will, without exception, eventually succumb.

Welcome to Dead By Daylight: Chapter Adv1. The legendary powers of the god Kira and his Death Note were thought to have been destroyed, but now in Dead By Daylight, experience the horrors all over again. Control death itself as the new Killer, now baptized as **The Shinigami**, or try to bring justice to the fog as the new Survivor **Touta Matsuda**.

A new Map, **Chiyoda City**, has opened up in the Entity's domain. This Chapter Pack also unlocks the Juicy Apple Charm as well as the Very Rare The Shinigami Ryuk Outfit for The Wraith.



Tokyo - Chiyoda City

Lore

Tokyo is known for being a busy city, although this corrupted reflection plucked from the mind of Kira makes that difficult to believe. The streets, typically flooded with pedestrians rushing to their next destination in life, are now barren and empty. Even the police agency has been twisted from its original purpose as a beacon of justice and transformed into a shrine towards this world's new god, lit candles ornamenting otherwise empty desks.

The area most affected is Hibiya Park. A once lively snapshot of nature has been thrust into an eternal state of death. Trees which once held lush green leaves now bare only empty branches. The grass has wilted, becoming a sickly orange color. No wildlife can be heard, only the deafening howl of nothingness.

Landmarks

National Police Agency

The National Police Agency is the main landmark in **Chiyoda City**, to the left of the Map and below the Police Department. It is a medium-size two-story building with a staircase on the inside. It may contain a staircase leading to the Basement.

The first floor is split off into multiple rooms, including a reception area and a computer room. A hole in the left wall serves as a second entrance/exit. The floor contains a Chest and multiple Lockers.

Meanwhile, the second floor is a single room, a work area including multiple desks that act as Window vaults and two Pallets. This floor may contain a Generator near the back of the room. Escaping the Trial after completing this Generator will award you with the achievement **Only Five Generators**.

The National Police Agency's Basement is functionally identical to other Basements, although visually it appears as a missing items room, containing multiple shelves full of various objects. The **Golden Toolbox** is located here, hidden behind several boxes on the shelf closest to the stairs.

Tokyo Metropolitan Police Department

The Police Department is a secondary landmark in **Chiyoda City**, to the left of the Map and above the National Police Agency. It is a medium-size one-story building.

The floor is a single room, a reception area. This floor contains a Breakable Wall, two Lockers, and may contain a Generator behind the reception desk.

Hibiya Park

Hibiya Park is a secondary landmark in **Chiyoda City**, to the right of the Map. It is an open space area that is mutually exclusive to the Seagull Fountain and the Tennis Courts. It contains the Killer Shack and may contain Shinjuku Station, a special variant of the Basement.

Seagull Fountain

The Seagull Fountain is a secondary landmark in **Chiyoda City**. It is mutually exclusive to Hibiya Park. It is a fountain featuring a distinct statue in the middle.

The Seagull Fountain contains a Generator in front of it.

Tennis Courts

The Tennis Courts is a secondary landmark in **Chiyoda City**. It is mutually exclusive to Hibiya Park. It is a pair of tennis courts, although the netting on one of the courts has been torn apart and ruined.

The untouched Tennis Court contains two Lockers, while the torn Tennis Court contains a Chest and may contain a Generator where the netting once was.

Shinjuku Station

Shinjuku Station is a secondary landmark in **Chiyoda City**. It is mutually exclusive to Hibiya Park. It is a special variant of the Killer Shack's Basement, appearing as a train station.

The Basement contains a train in the back of the room with two entrances/exits. Two of the Basement's Lockers have been moved to the interior of the train.

Light Yagami alias Kira - The Shinigami

General Information



Name	Light Yagami
Gender	Male
Origin	Japanese
Realm	Tokyo
Power	Death Note
Weapon	Shinigami's Scythe
Movement Speed	110% 4.4 m/s
Terror Radius	24 metres
Height	Average

Overview

Kira is justice, able to use the *Death Note* to manipulate and maim his victims no matter where they hide.

His personal Perks, **Hex: Alibi**, **Shinigami Eyes**, and **Deserved Justice** allow him to strip information away from Survivors and exert his will from the start of a Trial, singling out those who dare to defy him.

Lore

Light Yagami was the perfect student. Top marks in all his classes, popular with the entire school body, and the son of Soichiro Yagami, respected chief of the National Police Agency. He was destined to change the world as many geniuses before him had done. But at the moment, he was too bored to pursue any goals. He knew society was rotten to its core, but he alone could never destroy all of humanity's wickedness. Despite all his brilliance, he was only human. If only he could ascend and obtain the power to drain life's darkness, letting there be only light.

His prayers were answered when he happened to notice the Death Note falling from the heavens. A notebook capable of killing any human written inside it, provided he knew the victim's name. It seems too good to be true. But soon enough, a demonic shinigami named Ryuk arrived, confirming the impossible. It was what Yagami needed to shred his mortal form and become the New God of the world. Finally, he could get to work.

As countless criminals began to drop dead, the entire world took notice. Many started to worship the god responsible, christening him Kira due to his methods of divine judgment. A select few strove to carry out his will. Misa Amane, another Death Note wielder, became his most loyal follower. She could see the name of any potential threat to her god with her Shinigami Eyes, further protecting him. The cult of Kira grew stronger and stronger, forcing even governments to submit to its will.

A religion creates non-believers. Some believed no single being should be allowed to decide right and wrong. Others simply wanted to see if he was truly a god. L, the greatest detective of the modern era, saw the Kira investigation as his greatest case yet. Thus began the game of chess between L and Kira.

It was a long back and forth, a constant of checks and sacrifices. Even Kira could admit he got close. But still, in the end, he managed to outsmart his rival and win the game. As L laid dead in his arms, he smiled to himself. He had achieved his perfect victory.

At least, he thought he had.

Years later, another rose to challenge him, claiming to be L's successor. N was a weak imitation, a shadow of the man who almost bested him. Kira knew the boy was no concern and continued his duties. Yet he appeared again and again, constantly pestering the killer and outwitting him at every move. It was only when he was completely cornered, drenched in blood and bullet wounds in a wet abandoned warehouse, that he realized he had underestimated N.

The policemen that once followed Kira's command were now turned against him. There was only one way Light Yagami could save himself now: beg. Yagami threw his broken body to his shinigami's feet and groveled, imploring him to kill the investigation team and save his life. Disgusted by his pathetic pleas, Ryuk knew there was no more fun to be had and began to write his name into his own Death Note. A fitting end for a false god. L-I-G-H-T Y-A-G- He looked up mid-name, sensing a nearby presence. A thick black fog was engulfing the man and demon. Before either could realize what was happening, they were completely consumed.

Light Yagami did not go to Heaven nor Hell. He instead found his way to a realm beyond such simple ideas. In his hands rested a new Death Note, its pages as yet untouched; in his mind, a voice telling him of the evil within this new world. Once again, it would be his duty to purge it of its sinners. As Yagami's eyes flared with passion, Ryuk loudly cackled. Kira had returned.

Perks

Hex: Alibi

A Hex that ensures your crimes can never be tied back to you.

- After hooking a Survivor, all Survivors gain the **Blindness** and **Oblivious** status effect for **40/50/60 seconds**.

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

"If we catch Kira, then Kira is evil. If Kira rules the world, then Kira is good." — Light Yagami

Shinigami Eyes

Once an impossible trade, now a gift that allows you to see all.

- Whenever a Survivor reads your **Aura**, reveal their **Aura** for the same duration. The Survivor becomes the **Obsession**.

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

"Give me half of your remaining lifetime, and you can have a shinigami's eyes." — Ryuk

Deserved Justice

Your power is great, as those who oppose you will soon discover.

Increases your Terror Radius by **+15 metres**. Each time a Generator is completed, gain **1 Token**, up to a maximum of **5 Tokens**.

- **Reduces** Terror Radius by **-3 metres** per **Token** for a maximum of **-15 metres**.
- **Increases** your Vaulting speed by **+4/5/6 %** per **Token** for a maximum of **+20/25/30 %**.

"All those who would oppose that god, they are the ones who are truly evil!" — Kira

Weapon: Shinigami's Scythe

The Shinigami's Scythe is the Primary Weapon of **The Shinigami**.

A discarded scythe from another realm, perfectly suited for Kira's mission.

Upon hitting a Survivor, **The Shinigami** will flick his scythe to remove blood.

Upon hitting the *Obsession*, **The Shinigami** will loudly laugh while raising his arms.

Power: Death Note

“While not the same as the original notebook, the Entity has created a version that still allows Kira to punish the guilty from afar.”

Special Object: Death Note

Press and hold the *Power button* to open the *Death Note*.

Move the cursor towards a remaining Survivor's *Name* to write it down, inflicting them with a *Cause Of Death*. *Heart Attack* will be automatically chosen if a *Cause Of Death* has not been selected yet.

Once a *Name* has been selected, it cannot be selected again until after the *Cause Of Death's* cool-down. The cool-down begins once the Survivor's *Cause Of Death* has activated or once the timer for their *Cause Of Death* has ended.

Special Ability: Cause Of Death

Press and hold the *Secondary Power button* to open the *Cause Of Death Page*.

Move the cursor towards one of the four available *Causes Of Death* in order to select it. Listed in order of shortest to longest cool-down:

- *Heart Attack*: Triggers if the selected Survivor enters your Terror Radius. Stuns the Survivor for **2 seconds**.
- *Electrocution*: Triggers if the selected Survivor begins to repair a Generator. Automatically triggers a Failed Skill Check, regardless of if a Skill Check was done or not.
- *Broken Neck*: Triggers if the selected Survivor vaults a Window or a Pallet. Causes the Survivor to suffer the *Incapacitated Status Effect* for **35 seconds**.
- *Crushed*: Triggers if the selected Survivor drops a Pallet. Causes the Survivor to suffer from the *Deep Wound Status Effect*.

If the Survivor is already performing the required action when their *Name* is selected, their *Cause Of Death* will not activate. It will only activate if the action is initiated during the *Cause Of Death's* timer.

Each *Cause Of Death* has an independent cool-down.

"The human whose name is written in this note shall die." — The Death Note

Add-ons for Death Note

Multi-Functional Wristwatch

An expensive wristwatch used to hide the world's greatest weapon.

- **Increases** the timer for every *Cause Of Death* by **+3 seconds**.

"Just as I expected: I'm wearing this watch. Old habits die hard." — Kira

Surveillance Cameras

Small devices used to spy on possible suspects.

- *Broken Neck* reveals the Aura of all Windows and Pallets within **12 metres** for **1.5 seconds** upon activation (not including the Window/Pallet that activated *Broken Neck*.)

"At this stage, I'd like to place wiretaps and surveillance cameras in both households." — L

Mikami's Pen

A heavily used ballpoint pen.

- **Increases** your Movement speed by **+10 %** when using the *Death Note*.
- **Increases** the animation of pulling out and putting away the *Death Note* by **+1 second**.

"DELETE! DELETE! DELETE!" — Teru Mikami

Notebook Scrap

A scrap of paper from the Death Note, perfect for a more subtle execution.

- **Reduces** the cool-down for every *Cause Of Death* by **-5 seconds**.

"One page taken from the Death Note, or even a fragment of the page, contains the full effects of the note." — Death Note, How to Use It

Handcuffs

A long pair of handcuffs meant to keep your enemies closer.

- *Broken Neck* causes the Survivor to suffer a **-10 % Hindered Status Effect** for **2 seconds** upon activation.

"Besides, as long as we're handcuffed together, you and I share the same fate." — L

Apple Core

The rotten remains of a treat some would find highly addictive.

- *Electrocution* causes a Failed Skill Check the first time a Survivor attempts healing another Survivor (without activating *Electrocution*.)

"L, do you know Gods of Death love apples?" — Kira

Tennis Racket

A smashed tennis racket from a high stakes game.

- Inflicts a random Survivor with the same *Cause Of Death* for **7 seconds** the first time a *Cause Of Death* fails to activate.

"This is just a friendly game of tennis, nothing more. In and of itself, it won't determine if Light is Kira. But I know Kira hates to lose." — L

Kira Tapes

Video tapes sent to Sakura TV by the second Kira, allowing for first communication.

- *Heart Attack* triggers *Killer Instinct* for **1 second** upon activation.

"A message to the world from Kira. If you don't broadcast this, I'll kill you all, starting from your company's president." — *Second Kira*

Personal Diary

The second Kira's diary, a chronicle of her burning passion.

- If a Survivor is inflicted with the **Deep Wound Status Effect** due to *Crushed* activating, they suffer from the **Broken Status Effect** for **60 seconds** after mending themselves.

"Because I'm Kira's girlfriend, of course I helped with creating the new world! Misa's a helpful girl!" — *Misa Amane*

FBI Badge

A dead man's now useless badge. One name was all it took.

- *Heart Attack* has a delayed activation of **3 seconds**.

"The Death Note never fails." — *Kira*

Bag Of Chips

A now empty bag of potato chips, a reminder of Kira's intellect.

- The first *Name* selected has no cool-down, allowing it to be selected again immediately.

A Survivor cannot receive multiple stacks of the same *Cause Of Death*.

"I'll take a potato chip... and eat it!" — *Kira*

Motorcycle Fuel

A canister of fuel, perfect for powering machines to life.

- *Crushed* now breaks the Pallet that activated it and causes the Survivor to suffer a **-10 % Hindered Status Effect** for **2 seconds** instead of *Deep Wounds*.

"Burns to death by setting fire to everything around her including the things she wrote on." — *Kira*

Private Laptop

An expensive laptop used to communicate with the world's greatest detective.

- **Breaking** a Pallet that activated *Crushed* within **10 seconds** of activation does not cause you to lose the **Bloodlust Status Effect**.

"No one knows L's name, location or what he looks like." — Soichiro Yagami

Company Flip Phone

A highly priced phone, only afforded by the most greedy and elite.

- **Blocks** the Vault location that activated *Broken Neck* for **5 seconds** for all Survivors.

"To further the growth of the Yotsuba Group and for our company to become the biggest business in the world, who shall we kill?" — Takeshi Ooi

Light's Pen

A well-maintained mechanical pen.

- **Increases** your Movement speed by **+15 %** for **2 seconds** upon a *Cause Of Death* activating.

"You can't ever win if you're always on the defensive. To win, you have to attack!" — Kira

Finger Puppets

Toys used to crudely represent the individuals involved in the Kira investigation.

- If the timer for a Survivor's *Cause Of Death* ends without it being activated, the Survivor's Aura is revealed for **3 seconds**.

"In other words, everyone who was chasing after Kira should be gathered together to take part in the meeting." — Near

Chocolate Wrapper

The wrapper to a chocolate bar, likely discarded once the contents inside were eaten.

- Upon *Electrocution's* activation, any other Survivors repairing the Generator are damaged.

"I'm not a tool for you to use to solve the puzzle." — Mello

Silver Rimmed Glasses

A pair of spectacles belonging to L's most loyal and most humble servant.

- Attempting to open an Exit Gate while inflicted with *Electrocution* causes a Survivor to scream and reveal their location.

"Watari?" — L

Task Force Handgun

After half a decade of punishing the sinners of the world, a few bullets were all it took to bring Kira down.

- Whenever a Generator is completed, all Survivors are inflicted with a random *Cause Of Death*, able to stack with your own inflicted *Causes Of Death*.
- **Increases** the cool-down for every *Cause Of Death* by **+10 seconds**.

A Survivor cannot receive multiple stacks of the same *Cause Of Death*.

"Matsuda, you idiot! Who the hell do you think you're shooting at!? Don't screw with me!" — Light Yagami

Iridescent Death Note





The original Death Note used in Kira's mass killings, allowing The Shinigami to feel a rush of power one more time.

- *Heart Attack* will kill a Survivor once activated if they are the last living Survivor in the Trial.
- *Heart Attack* will only activate if a Survivor enters **Layer 3** of your Terror Radius.

"Death Note? As in a notebook of death? Hmm." — Light Yagami


Cosmetic Options

Default













Light Yagami		A well groomed man. No one would ever suspect Yagami of any evil.
School Uniform		A To-Oh University uniform, worn by the brightest students in Japan.
Shinigami's Scythe		A scythe that fell from another realm, repurposed for a new motive.
Fine Suit		After finishing L's childish games, he started to wear a more mature suit.

Prestige

Bloody Kira		A blood-covered man. Only now could everyone see Kira's true evil.
Blood-stained Uniform		An extremely dirty uniform, worn by the brightest mind in Japan.

Castoff Scythe		A scythe that fell from another realm, soiled with the guilty's blood.
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Store

Ink Sketch	  	Back to seeing black and white and wrong and right.
Red Handed		Every move was carefully calculated. How did it end up like this?
The Second Kira	  	She devoted her entire life to Kira. Such dedication made her easy to control.
Homely Clothes		Even gods need to relax sometimes.
Game, Set, Match	  	It seemed like nothing but a friendly game of tennis, but it meant so much more.
Naughty List		Winter in the human world sure is cold.

Trivia

- Ryuk will carry dying Survivors instead of Kira.

- If **The Shinigami** is stunned while carrying a Survivor, **Ryuk** will drop the Survivor and innocently raise his hands. He has no reason to do so. He's just an asshole.
- **Kira's** Mori has him write "[Survivor Name] Suicide" in the *Death Note* before letting the Shinigami's Scythe fall at the Survivor's feet. The Survivor picks it up and quickly slices their neck open with it, dropping to their knees as **Kira** pulls it away from their hands. He laughs as they bleed out, having succeeded in eliminating the enemy.
- Most cosmetics are based off the series:
 - **School Uniform** gives **Kira** a beige suit, a white shirt, a red tie, and brown pants; his most common outfit worn in Part 1 of *Death Note*.
 - The **Shinigami's Scythe** is colored tan and covered in bandages, based on a scythe seen in some official art (and possibly modeled off the Shinigami Deridovely's scythe.)
 - **Fine Suit** gives **Kira** a black suit, his most common outfit worn in Part 2 of *Death Note*.
 - **Ink Sketch** recolors **Kira**, the Shinigami's Scythe, and **Ryuk** grayscale; modeled off their appearance in the manga.
 - **Red Handed** recolors **Kira's** hair and eyes red, modeled off his appearance during monologues in the anime.
 - The Second Kira is an alternate Character model, replacing **Kira** with **Misa Amane** and **Ryuk** with **Rem**.
 - **Homely Clothes** gives **Kira** a beige long sleeved shirt and brown slacks, his casual outfit in Part 1 of the anime.
 - **Game, Set, Match** gives **Kira** a navy blue headband, a white and cerulean polo, black shorts, and replaces the Shinigami's Scythe with a large tennis racket; his tennis outfit worn in Episode 10 of the anime, "Doubt." **Ryuk** also receives a headband, his being black and adorned with a white skull pattern.
 - **Naughty List** gives **Kira** a red Christmas sweater, featuring a "naughty list" pattern in the middle listing several of **Kira's** victims and adorned with skulls wearing elf hats on the sides. **Ryuk** receives a large red fur coat with horns coming out of the hood, resembling Krampus.

Touta Matsuda

General Information

Gender	Male
Role	Brash Task Force Member
Origin	Japanese
DLC	Adv1



Overview

Touta Matsuda is a brash Task Force member, an inexperienced weakling in nature but a crucial part of the Kira investigation.

His personal Perks, **Stupid Opportunity**, **Personal Plan**, and **Finis** allow him to make reckless decisions to support other Survivors to the detriment of his own safety.

Lore

Of all the members of the National Police Agency, Touta Matsuda was by far the most incompetent. Everyone knew he wasn't qualified for the job. He had only been hired because his uncle worked there. Or maybe it was his cousin? A few claimed it was a grandfather. No one bothered to ask. They just left the rookie to his own devices as they focused on more serious matters.

When the Kira investigation was first launched, Matsuda was on nobody's mind. Imagine their shock when he suddenly rose from his desk during a meeting and noted the decrease in crime due to Kira's actions.

The room was silent. He could feel dozens of eyes glaring at him. Embarrassed by his statement, he quickly sat back down. He thought he had overstepped a boundary, but the Chief of the NPA, Soichiro Yagami, saw it differently. He was the one man willing to point out the truth, even if it was an uncomfortable one.

As foolish as Matsuda was (or perhaps because he was aware of his own foolishness,) he wanted to take the Kira case seriously. Even when most of the Japanese Task Force dropped out, fearing for their safety, he remained. Yet he couldn't help feeling conflicted. Kira was exacting justice by taking down criminals. Was that not the same goal as the NPA? Kira had to be taken down, but the detective didn't believe he was evil.

Still, he had an obligation to his job. His skills were lackluster and the other investigators constantly chastised him, including their mysterious leader L, but his resolve remained strong.

After months, he finally saw his chance. Kira had seemingly allied with the powerful Yotsuba Corporation, killing their business rivals to further the company's financial standing. If the Task Force could only get some evidence... It was now or never. Masquerading as the manager of Misa Amane, an iconic model and a part of the investigation, he snuck into the Yotsuba building and followed two men to the nineteenth floor. Once they entered a room and the doors slammed shut, he pressed his ear to the wood and began to listen.

There were murmurs of "Kira" and "kill." This was it! He had caught them! He succeeded-

The doors swung open and he fell into the room. Matsuda had been caught.

The Task Force came to his rescue. Some off the cuff excuses about wanting Misa to appear in their advertisement and a plot to fake Matsuda's death managed to get him off their radar, but the damage had already been done. His clumsiness had caused him to fail once again. His coworkers saw him as nothing more than a distraction, one that was only useful occasionally.

Once L was killed, the case seemed to die as well. No longer just a rookie, Matsuda was left to think over his own beliefs. With Light Yagami, the chief's brilliant son, taking up the mantle of L, he knew they

would eventually capture Kira. But at the same time, he remained unsure if stopping Kira was the right thing to do.

After 5 years of dead ends and going nowhere, they finally got their opportunity. A mysterious detective going by the alias N contacted them, offering his assistance. As capable as Yagami was, having the help of a second group could potentially push the investigation along. Reinvigorated with new hope, the future was bright for the Task Force... Only for it to begin crumbling apart.

Soichiro Yagami, the one man who saw potential in Matsuda, was killed during a raid to retrieve the Death Note. Once again, he had lost a trusted leader. Worse, he could tell his allies were becoming suspicious of the director's son. Although they never said so out loud, he could tell by their dirty glances. He couldn't believe it. The Yagami family were the most just people he had ever met! He couldn't possibly be Kira.

He held his belief strong. With L and Soichiro gone, Light was the only person he felt as if he could trust. Even when the team was called to the Yellow Box Warehouse, he continued to trust in him. Even when it was revealed his name was written in a Death Note and he could die in 40 seconds, he continued to trust in him. And even when a wild looking man with long black hair walked in, he continued to trust in him.

It was only when Light Yagami announced he was Kira that his reality shattered. Light was the reason Deputy Director Yagami was dead now. The chief had believed in true justice and yet he had died because of his son. He finally saw Kira for what he was: a crazed mass murderer.

When Kira turned his back to his former allies, preparing to kill N, Matsuda didn't even hesitate.

Bang. Bang. Bang.

The first two shots got Yagami onto the floor. His coworkers had to stop him from landing the third. As he was held back, disillusioned, everyone froze at the sight of a thick black fog enveloping the murderer. Everyone except Matsuda. He knew what this was: another of Kira's plans to try and escape justice. After years of messing everything up, he wasn't going to fail now. He broke free from the men's arms and ran into the fog, gun trained on where he last saw the criminal.

Matsuda, you idiot! *One of the policemen called out, but the words fell on deaf ears. All he could focus on was capturing Kira.*

Perks

Stupid Opportunity

You're prone to mistakes, though they sometimes turn out beneficial.

Whenever a Skill Check is failed, reveal your **Aura** to the Killer and activate *Stupid Opportunity* for **4 seconds**:

- Increases the Action speeds of other Survivors in Healing, Sabotaging, Unhooking, Cleansing, Opening, and Unlocking by **+15 %** within **30/45/50 metres**.
 - This effect lingers for **30/45/60 seconds**.

"Matsuda, you idiot!" — L

Personal Plan

When all else fails, you make for a good distraction.

Become the **Obsession** when taking a *Protection Hit*.

While being chased by the Killer, *Personal Plan* activates:

- The Killer's **Bloodlust** builds **10/15/20 %** more slowly if you are the **Obsession**.
- The Killer loses all stacks of the **Bloodlust Status Effect** after being Stunned or Blinded, regardless of if you are the **Obsession**.

"Hey everyone, look at me! It's the Taro Matsuo show!" — Touta Matsuda

Finis

Even if you stumble your way there, you'll pull through when it matters.

If you are within **15 metres** of a Survivor escaping from the Killer's grasp by Stunning, Blinding, or Wriggling, the Survivor benefits from the following effect:

- Gain **Endurance Status Effect** for **16/18/20 seconds**.

Finis has a cool-down of **40 seconds**.

"What was it all for, then?! What about your dad, what the hell did he die for?!" — Touta Matsuda

Cosmetic Options

Default

Touta Matsuda		The biggest idiot in the Japanese Task Force.
Cheap Suit Jacket		More wrinkled than the suits of his coworkers.
Half-Off Trousers		They weren't the best, but maybe finer clothes would get him respect.

Prestige

Bloody Matsuda		The best aim in the Japanese Task Force.
Defiled Jacket		More bloodsoaked than the suits of his coworkers.
Unwashed Trousers		They weren't the cleanest, but stopping Kira would get him respect.

Store

Shades Of Gray		Matsuda doesn't believe in right vs wrong. Even an idiot understands nuance.
Golden Opportunity		He wasn't sure if he was right, but something had to be done.
Off Duty Agent		After work, he'd usually visit an izakaya. His coworkers hesitated to join him.
Mission-Ready Gear		He always tried to be brave. If they were risking their lives, he would too.
Soichiro Yagami		The former Chief of the NPA, called back for one more investigation.
Humiliating Festivities		A few too many drinks last year meant he got desk duty next Christmas.

Trivia

- Most cosmetics are based off the series:
 - Cheap Suit Jacket/Half-Off Trousers gives **Touta Matsuda** a gray suit with a reddish-brown tie, his most common outfit worn.
 - Shades Of Gray recolors **Touta Matsuda** grayscale, modeled off his appearance in the manga.
 - Golden Opportunity recolors **Touta Matsuda's** hair and eyes yellow, modeled off his appearance during his monologues in Episode 19 of the anime, "Matsuda."
 - Off Duty Agent gives **Touta Matsuda** a black leather jacket over a red turtleneck

sweater and blue denim jeans, based on Naomi Misora's outfit (with the coloring for the turtleneck coming from *Death Note: Kira Game*.)


- **Mission-Ready Gear** gives **Touta Matsuda** NPA tactical gear including a sand green uniform, a tactical vest, and a black helmet; his outfit worn during the raid in Episode 29 of the anime, "Father."
- Soichiro Yagami is an alternate Character model, replacing **Touta Matsuda** with **Soichiro Yagami**.
- **Humiliating Festivities** gives **Touta Matsuda** a pink Christmas sweater, featuring the logo for the National Police Agency and a row of yellow hearts underneath.






Death Note Collection

DLC

Juicy Apple	Universal Charm		As addictive as cigarettes and alcohol, but 100% healthy!
The Shinigami Ryuk	Wraith 		When work got boring, he reminisced on bedtime stories about gods of death his father told him.

Store

L's Clothes	Jake Park 		Even before he left for the woods, he never looked like he was anyone special.
Near's Clothes	Felix Richter 		It's impossible to live up to another's legacy. You have to be your own man.

Mello's Clothes	Jonah Vasquez 		Doing the right thing meant he had to work outside the law sometimes.
Teru Mikami's Suit	Doctor 		Bring in a patient. Extract information. Delete. Bring in a patient. Extract information. Delete.
Death Note	Universal Charm 		A powerful notebook used by a crazy mass murderer.

Trivia

- Every cosmetic is based off the series, giving each character a cosplay based on the character.
 - [The Shinigami Ryuk](#) replaces [Azarov's Skull](#) with a bone-white scythe covered in black bandages, based on a scythe seen in Volume 1 Chapter 3 of *Death Note*, "Family."
 - [Teru Mikami's Suit](#) gives [The Stick](#) a new appearance, resembling (but not quite literally being) a ballpoint pen.
- [Death Note](#) is obtained by purchasing any outfit from the *Death Note Collection*.

Conclusion

How will you exact justice? Will you punish the guilty and sentence them to death or will you work with others to ensure safety for everyone? The choice is yours in *Dead By Daylight: Death Note*.