

New Killer: The Sith (Darth Vader)

- **4.4 m/s**
- **24 meter Terror Radius**

Power: ???

Special Ability:

Hold the Power Button to open the Force Menu. Move the cursor towards one of four available Force moves to select it.

Force Push

Hold the Active Ability Button to charge Force Push. When fully charged, pressing the attack button releases a Force Push, pushing back any struck survivors by 5 meters. Should the afflicted survivor's Force Weakness be filled, they will be knocked over, and their push distance increased by 15 meters. If a survivor hits a wall due to Force Push, they will be knocked over regardless of their Force Weakness level.

Force Choke

Hold the Active Ability Button to charge a Force Choke. When fully charged, pressing the attack button releases a Force Choke, gripping and lifting any afflicted survivors. While Force Choke is actively choking a survivor, The Sith may move freely. Force Choke has a maximum duration of two seconds, but can be ended prematurely. The Sith's Basic Attack has a 4 second cooldown exiting Force Choke, however his other Force moves have no cooldown. A successful Force Choke increases the afflicted survivor's Force Weakness by 50%.

Lightsaber Throw

Hold the Active Ability Button to charge a Lightsaber Throw. When fully charged, pressing the attack button releases a Lightsaber Throw, which has a range of 12 meters, which increases to 20 meters for 5 seconds after performing a successful Force Push. The Lightsaber will injure on impact, and will instantly down a survivor who has depleted Force Weakness and is at least 15 meters away. If the Lightsaber successfully instantly downs a survivor, it will not automatically recall, instead getting stuck in them. The Sith can reclaim it by walking over to the survivor and picking them up. The Basic Attack is replaced by a Force Grab that deals half damage during this time.

Force Pull

Force Pull activates after a successful Force Push against a survivor with full Force Weakness, and temporarily replaces the Force Push button. If activated, The Sith will drag the survivor along the ground into attack range.

Special Status: Force Weakness

Survivors start the Trial with 0% Force Weakness. Force Choke, upon connection, increases Force Weakness by 50%. Force Weakness depletes completely upon gaining a hook state.

Developer Note: All Force abilities are represented by a clear shockwave effect. All Force abilities (except Force Pull which auto locks) and the lightsaber are projectiles comparable to a Huntress hatchet.

The Sith Perks:

- Hex: Riposte - ***“Your impressive training has granted you the ability to counterattack when least expected.”***

While performing an action with a flashlight shining on you, you may activate Hex: Riposte by pressing the Basic Attack button. When activated:

- Speed up your current action speed by 250%.
- Increase your lunge distance by 25/50/75%.

While Hex: Riposte stands, you are able to fully lunge while blinded, and pressing the Event Power Button summons a fake map-wide Hex cleansing sound notification.

“You are unwise to lower your defenses!” - Darth Vader

*Developer Note: This is a perk designed to take a survivor by surprise by allowing **you** to activate it instead of it being automatic. To allow it to take the same survivor by surprise multiple times, you may fake this perk’s cleansing.*

- Intimidating Emanation - ***“Your Sith Lord reputation precedes you - those who stand against you know to fear your power.”***

When you enter a 32 meter range of a survivor, they see your location for 2 seconds. If that survivor does not move at least 12 meters from where they were when they saw your location within 5 seconds of activation, they will scream, revealing their aura for 15 seconds

- If they were interacting with an object before failing to move, the item will be blocked for 5/10/15 seconds. If they were performing a heal, the survivor they were healing becomes Broken for 20/25/30 seconds.

Intimidating Emanation has a cooldown of 60 seconds per survivor.

“The cold...” - Kanan Jarrus

- Disruption: Chain Lightning - ***“A feared ability, few could master its true potential. Your connection to The Entity helps reinforce your powers.”***

Disruption perks can be applied to an unrepaired generator once per match. This applies a ring to the generator, with a diameter of 24 meters and an internal diameter of 3 meters. Repairing the generator disables the Disruption perk.

- For the first 15 seconds of its lifetime, Disruption: Chain Lightning’s outer diameter is increased by 8/12/16 meters. This does not affect any other applied Disruption perks.
- When a survivor is hit within Disruption: Chain Lightning’s effect range, the following effects occur depending on other survivors’ distances to the original survivor:

- The closest survivor takes one health state of damage and is afflicted with Deep Wound, Mangled, and Hemorrhage.
- The second and third closest survivors take one health state of damage. If this would place them in the dying state, they instead are afflicted with Deep Wound, Mangled, and Hemorrhage.

“Unlimited power!” - Darth Sidious

Developer Note: This is meant as a reaction Disruption perk to gain temporary massive pressure. You either need to run this perk alone, or with suitable Disruption perks (or run without suitable Disruption perks and place them on a potentially ill-suited generator), and you use it to injure a bunch of grouped up survivors at once to gain massive pressure.