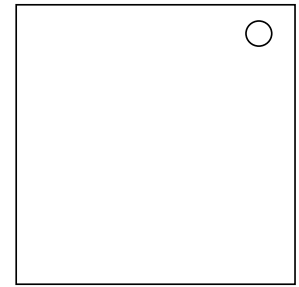


On the Subject of Generator Repair







Death is not an escape.

The defuser cannot play this module with heartbeat audio pack.






- This module consists of a screen in the middle, a start button, a stop button and a progress bar.
- To solve the module, you must repair a generator by hitting skill checks in a Dead By Daylight trial.
- To start repairing the module, press the start button. During the process of repairing, skill checks will appear regularly.
- If you hear heartbeat, this means that you are in the killer's Terror Radius and the killer is close to you.
- You can press the stop button at anytime to stop repairing, unless you are in the Terror Radius, in such case you must stop repairing within 3 seconds. If you stop while you are in a skill check, you must hit it to stop the repairing process, regardless of you succeeding it or not, otherwise you will get a strike.
- After stopped repairing, you can press the start button to continue repairing, unless you are in the Terror Radius, in such case you must not repair the generator while you are still in the Terror Radius.
- Repairing the generator at the wrong time will cause a strike. You will also be hooked by the killer, disabling the module for 30 seconds. The killer will also damage the generator and the generator will regress at a rate of 0.25 charge/s.
- Hitting the small white area is considered a great skill check, awarding you an extra 2% progression.
- Failing a skill check will cause the generator to explode, losing 10% of total progress, pausing the progress registration for 3 seconds, increasing the chance of the killer finding you and causing a strike.
- You will need to repair the generator for 80 charges (80 seconds) provided that no great skill check is hit, nor failing any skill check.
- The time required and difficulty to repair a generator may be altered by the perk the killers are using, which is stated below. You may also use your own perks to help you to survive. Before you start repairing, the screen will present you the perks that you and the killer are using, and whether you are the obsession or not.
- Hearing a scream indicates the status of your teammates. A short scream means that a survivor is put into dying state. A long scream means that a survivor is hooked.

Killer perks

 Corrupt Intervention	<p>You cannot repair the generator for 2 minutes at the start of the bomb.</p> <p>This perk will not be used if the bomb time is less than 3 minutes.</p>
 Hex: Ruin	<p>When you are not repairing the generator, it will regress automatically at 200% of normal regression speed.</p> <p>The Hex effects persist until you solve the hex module*.</p>
 Overcharge	<p>After you are unhooked, the next time you interact with the generator, you will be faced with a tremendously difficult Skill Check.</p> <p>Failing it results in an additional 5% regression penalty.</p> <p>Succeeding it grants no progress.</p>
 Pop Goes the Weasel	<p>After getting hooked, the generator is instantly regressed by 25% of its total progression. Normal regression applies after the damage is done.</p> <p>It can only be triggered once every 60 seconds.</p>
 Surge	<p>When a survivor is put into dying state, the generator will explode and regress for 8 %. You will not receive a strike from this explosion.</p> <p>It can only be triggered once every 40 seconds.</p>
 Thrilling Tremors	<p>When a survivor is put into dying state, if you are not repairing the generator, the module will be disabled for 16 seconds.</p> <p>It can only be triggered once every 60 seconds.</p>

Killer perks cont.

 Hex: Huntress Lullaby	Each time a Survivor is hooked, Huntress Lullaby gains a token: 1-4 tokens: Time between the Skill Check warning sound and the Skill Check becomes shorter. 5 tokens: No skill check warning. The Hex effects persist until you solve the hex module*.
 Unnerving Presence	If you are in the terror radius, you will get skill checks 10% more often. Skill check success zones are reduced by 60%.
 Dying Light	Every time a survivor that is not the obsession is hooked, Dying Light gain a token. If you are not the obsession, get a stack-able 3% penalty to repair speed per token.







* At the start of the bomb, a random module is chosen to be the hex module. This module cannot be a boss module, nor other Generator Repair modules.

If the hex module is solved before you start repairing the generator, another random module will be chosen to be the hex module. This means that the hex effect can only be removed during the trial.

If all other modules are solved, then the hex effects will always persist, meaning that the hex can no longer be removed.

If there are no modules available to be the hex module, the killer will not use any hex perks.

Survivor perks

 Technician	Reduce the chance of the killer finding you by 10%. On a failed skill check, there is a 50% chance the generator will not explode.
 Decisive Strike	This perk activates for 60 seconds when you are unhooked. While this module is active, failing a skill check will bring up a new skill check. Succeeding this skill check will allow you to escape from the killer's grasp, preventing a strike and result in you becoming the obsession if you are not. Failing this skill check will still give you a strike. Increase the chance of you becoming the obsession.
 Object of Obsession	Increase the chance of the killer finding you by 20%. Allows you to keep repairing the generator for 4 extra seconds if you are in the killer's terror radius. Increase the chance of you becoming the obsession.
 Sprint Burst	Allows you to escape from the killer faster after you stop repairing the generator in the killer's terror radius. It has a cooldown for 40 seconds. The cooldown only starts counting the time when you are working on the generator.
 Borrowed Time	You cannot be put into dying state for 20 seconds after being unhooked.
 Resilience	Increase repairing speed to 9% for 30 seconds after being unhooked.