

# Adrenaline

## Contents

---

- [Overview](#)
- [Crime Experience](#)
- [Ways to Increase your Adrenaline Bar](#)

## Overview

---

Adrenaline is needed for many aspects of the game, notably doing [Crimes](#); it regenerates at the rate of 1 adrenaline every 5 minutes. Other ways to increase your nerve gain are through using Drugs, drinking alcohol or spending 25 points on a refill. Adrenaline has a natural limit of 65, which is increased along with your crime experience. Your adrenaline bar can be increased further upto a maximum of 75 including merit upgrades.

- Nerve is needed for [Crimes](#). Usually, the more difficult the crime, the more nerve it takes
- More difficult crimes are not necessarily always better
- Adrenaline is also used for Busting players out of Jail
- Your natural adrenaline bar reflects your crime experience and allows you to attempt harder crimes.

## Crime Experience

---

Your Crime Experience (known as CE) is a hidden stat which affects the general success rate of crimes. Some crimes require little to no CE, whereas others require a lot to be successful. Attempting a crime without enough CE will increase your chances of failure, which could result in being sent to Jail.

- Crime Experience is raised by completing crimes. Typically, the more difficult the crime, the more CE is required to succeed, and the more CE rewarded upon success.
- The crime experience lost due to being jailed from a crime failure is 15\* the CE gain. If 15\* the CE gain is more than 1% of your CE, 1% is taken instead.

# Ways to Increase your Adrenaline Bar

---

- The main way to increase your Adrenaline Bar is through doing Crimes; this increases your CE allowing to increase your adrenaline bar in increments of 5, upto a total of 65. These points are known as your 'natural adrenaline bar'
  - Spending Merits on your adrenaline bar allows your maximum adrenaline bar to increase by 10 extra points
  - For 25 points you can refill your nerve bar in the Points Building.
  - Alcohol bottles can be bought from shops or other players to replenish your adrenaline bar, these count towards your booster cooldown
- 

Revision #6

Created 5 August 2021 17:56:31 by Stig

Updated 2 March 2022 20:54:36 by Stig