

Adrenaline

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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
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