

# Merits

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## Overview

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- A merit is the currency awarded for completing goals called [Tasks](#). Merits can be earned in many ways, all of which can be found on the [Tasks menu](#). Merits can be bought for 250 points from the [Points Store](#).
- Merits can be reset for a cost of 500 points in the [Points Store](#)

## Upgrades

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Merits are used to gain bonuses, all of which are incremental. The price of each upgrade increases by 1 merit per upgrade. You can upgrade each path 10 times at a cost of 55 merits per path.

- You can train your [Battle Stats](#) in the [Gym](#). Each train varies between 5 - 20 energy per train.
- You can [Attack](#) another player. Each attack costs 25 energy.

## Fighting Stats

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You can spend merits to give you a passive bonus to [Battle Stats](#) (3% per upgrade). A passive bonus is constantly modifying your Fighting Stats, as they increase by a fixed percentage rate.

## Miscellaneous Upgrades

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- **Adrenaline Bar:** Increases maximum adrenaline by +1
  - **Critical Hit Rate:** Increases critical hit rate by 0.5%
  - **Health Points:** Increases maximum health by 5%
  - **Crime Experience:** Boosts crime experience by 3%
  - **Education Length:** Reduces Education course length by 2%
  - **Experienced Thief:** Increased money gained from mugging by 5%
  - **Bank Interest:** Increases bank interest by 5%
  - **Stealth:** Increases chance of performing stealth attacks by 2%
  - **Hospitalising:** Increases time when hospitalising people by 5%
  - **Resilient Addict:** Reduces the rate of addiction for all drugs by 2%
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Revision #4

Created 5 August 2021 18:12:44 by Stig

Updated 26 August 2021 10:59:50 by Stig