

Equation

$$\text{Pull Rate} = \frac{1}{1 + e^{\text{Acceleration} * (\text{Pity Counter} - \text{Mid Point})}}$$

- Variables:

- Pull Rate: The rate that is computed for each pull to determine the rarity of the character won by the user
- Acceleration: Control the behaviour of the pull rate around the mid-point. Higher acceleration means the pull rate ramping up faster until the mid-point, and slower when it goes past the mid-point. Lower acceleration is the opposite.
- Pity Counter: How much pull have the user made.
- Mid-Point: A point between soft and hard pitys where the pull rate equal 50%. It is a constant for the acceleration to control the speed of the ramification of the pull rate around it.