Battle stats

Strength, speed, defence and dexterity. What each stat is for in a fight, how they grow, and how passives and boosts change them.

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Introduction

Your four battle stats decide how well you fight. They grow mainly through gym training, and they are the main thing that separates a strong player from a weak one, far more than level. Other players cannot see your exact stats, which is a large part of what makes combat in Torn tense.

How it works

The four stats.

Stat	What it does in a fight
Strength	How much damage your hits do
Speed	How likely your hits are to land
Defence	How much damage you take from hits
Dexterity	How likely you are to dodge hits

> **Not confirmed**
> The descriptions above are the widely documented roles of each stat. The official Battle Stats wiki page was not among the pages reviewed for this edition, and the exact combat formulas are not published.

How they grow. The gym is the main source. Each gym trains each stat at its own rate, and some gyms cannot train some stats at all. Stat enhancers are a second, expensive source; the most any single enhancer can give is capped at 5 trillion.

Passive bonuses change your effective stats in a fight without changing the trained number:

Source	Bonus
Merits: Brawn, Sharpness, Protection, Evasion	+3% per merit to strength, speed, defence, dexterity, up to 10 merits each
Faction Aggression branch	Up to +20% strength and +20% speed
Faction Suppression branch	Up to +20% defence and +20% dexterity
Education	Many courses give 1 or 2% to one stat
Sentinel and Vanguard armour	Raise defence and dexterity passives

Temporary changes. Drugs raise or lower stats while their effect lasts (for example Xanax lowers all four by 35%), and addiction lowers them over time. In a fight, temporary items change stats too: Tyrosine raises your dexterity by 500% for two minutes, while Pepper Spray cuts an opponent's dexterity to a fifth and a Flash Grenade cuts their speed to a fifth.

Stat score and fair fight. When you attack someone for respect, the game compares your battle stats with theirs. Attacking someone with stats close to yours earns a higher fair fight bonus (see Respect).

Step by step

1. Look up your four stats on your home page.
2. Decide whether you want to build them evenly or specialise (see Long-term stat planning).
3. Train in the best gym you have unlocked for the stat you chose.
4. Add passives over time: merits, faction specials, education.
5. Avoid drug use during training sessions unless you understand the effect on your stats.

Examples

- Ten Brawn merits give +30% strength in fights. A player with 1,000,000 strength fights as if they had 1,300,000, before any other bonuses.
- An opponent hit with a Flash Grenade has a fifth of their speed for 15 to 20 seconds, so for those turns their hits land less often.

Advanced tips

- Specialist gyms reward unbalanced stats: Balboas Gym and Frontline Fitness need one pair of stats 25% higher than the other pair, and the four 8.0 gyms need one stat 25% above your second highest.
- Passive percentages multiply whatever you have trained, so they are worth more the stronger you get.

Common mistakes

- **Training only one stat with no plan.** It can make you easy to beat for anyone who counters it.
- **Judging others by level.** Two players at the same level can have very different stats.
- **Forgetting drugs affect stats.** Fighting while a drug lowers your stats can cost you a fight you would otherwise win.

Sources

Torn wiki: Battle Stats: https://wiki.torn.com/wiki/Battle_Stats

Torn wiki: Gym: https://wiki.torn.com/wiki/Gym, retrieved 2026-11-23

Torn wiki: Merit: https://wiki.torn.com/wiki/Merit, retrieved 2026-11-23

Torn wiki: Faction: https://wiki.torn.com/wiki/Faction, retrieved 2026-11-23

Torn wiki: Temporary: https://wiki.torn.com/wiki/Temporary, retrieved 2026-11-23

Torn wiki: Drug: https://wiki.torn.com/wiki/Drug, retrieved 2026-11-23

Torn wiki: Item Cooldowns: https://wiki.torn.com/wiki/Item_Cooldowns, retrieved 2026-11-23

Related guides: Gym training, Long-term stat planning, Attacking basics, Merits