Crime progression

How crime experience and crime skill grow, the crime chain bonus, and every perk that speeds up progression.

Version 1.0. Published 23/11/2026, last reviewed 23/11/2026.

Introduction

Every successful crime moves you forward on two tracks. Crime experience is hidden and shared across all crimes; crime skill is shown as a level for each crime. Growing both quickly means a bigger nerve bar, better subcrimes and better organised crime results. This guide covers the mechanics that speed that up or slow it down.

How it works

Crime experience (CE) decides your natural nerve bar, which grows in steps of 5 with no upper limit, each step harder to reach. It also feeds into organised crime success.

Crime skill (CS) is a level per crime, shown with a progress bar on that crime's page. Higher skill unlocks subcrimes and unique outcomes.

The crime chain. Each success builds a chain bonus that increases the CE and CS from later successes, in any crime.

Result	Effect on the chain bonus
Success	Builds it up
Fail	Halves it
Critical failure	Resets it to zero, and leaves you demoralised: lower CE and CS gains until enough successes wear it off

Crime progression perks add together:

Source	Bonus to CE and CS gains
Faction Criminality upgrades	10%
Crime Progression merits	10%
Education	10%
The relevant crime enhancer	5%
Completing the Law starter job	5%
Company specials	up to 15%

Happiness also increases the CE and CS you gain from crimes, though it does not change your chance of success.

Step by step

1. Pick subcrimes you succeed at most of the time, so the chain bonus keeps growing.
2. Avoid long runs of risky attempts that end in critical failures.

3. Add the cheap perks first: the Law starter job and the first Crime Progression merits.
4. Ask your faction whether it has Criminality upgrades.
5. Commit crimes with your happiness high when you can.

Examples

- A player with faction upgrades, merits and education has +30% to CE and CS gains before any company special.
- Ten successes build a solid chain bonus; one fail halves it; one critical failure removes it entirely and adds the demoralised penalty.

Advanced tips

- Since crime experience is shared, a crime you are very good at is a safe place to rebuild your chain after a critical failure, before returning to harder subcrimes.
- Organised crime success also uses crime experience, so steady solo crime makes you a more valuable organised crime member.

Common mistakes

- **Treating every failure as harmless.** Fails halve the chain bonus.
- **Pushing on while demoralised.** Gains stay lower until successes wear the effect off.
- **Forgetting to visit the crimes page.** Your maximum nerve only updates there.

Sources

Torn wiki: Crimes 2.0: https://wiki.torn.com/wiki/Crimes_2.0, retrieved 2026-11-23

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

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

Related guides: Crimes 2.0, Nerve, Organised crime, Merits