Crimes 2.0

How today's crime system works, from nerve and subcrimes to the three outcomes and why a critical failure costs so much.

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Introduction

Crimes are how you spend nerve. They pay money and items, and they build two measures of your criminal career: crime experience, which grows your nerve bar and helps in organised crimes, and crime skill, which is tracked separately for each crime. Crimes 2.0 went live on 20 June 2023, and every account created since 22 January 2024 uses it automatically.

How it works

Crimes and subcrimes. There are 12 crimes in six categories:

Category	Crimes
Theft	Search for Cash, Shoplifting, Pickpocketing, Burglary
Counterfeiting	Bootlegging, Forgery
Vandalism	Graffiti, Arson
Fraud	Card Skimming, Hustling, Scamming
Illicit Services	Disposal
Cybercrime	Cracking

Each crime has several subcrimes. Some are available at level 1 of that crime; others unlock with a special item or a higher crime skill level. In Search for Cash, for example, the Trash, Subway and Junkyard are open straight away, the Beach needs a Metal Detector, the Cemetery needs a Cemetery Key, and the Fountain needs level 75.

Three outcomes.

Outcome	What happens
Success	Cash, items or both, plus crime experience and skill
Fail (orange)	No reward and no loss
Critical failure (red)	A large loss of crime experience and skill, often a whole level, plus jail, hospital, lost life, lost items or money, or a penalty specific to the crime

Time matters. Each subcrime's success rate depends on conditions that change over time, and the tooltip on each subcrime shows them. Searching the Cemetery is much easier while the groundskeeper is off duty, for example.

Unique outcomes. Some subcrimes have one-off results, marked with a star, that give better rewards or items needed for later subcrimes. The Metal Detector is a unique outcome from searching the Junkyard.

What is unknown. Whether battle stats or work stats affect crime success is not known.

Step by step

1. Open the crimes page and pick a crime with subcrimes you can attempt.
2. Read each subcrime's tooltip and choose the one with the best conditions right now.
3. Spend your nerve there until a better option opens up.
4. Collect unique outcomes when they appear; they often unlock the next subcrimes.
5. Move on to harder crimes as your skill levels rise, not before.
6. Read Crime progression to make your experience grow faster.

Examples

- A new player spends a 15-nerve bar on Search the Trash, succeeds most times, and earns a little cash while building skill and experience.
- A player at a low skill level tries a hard subcrime, gets a red result, drops a skill level and lands in jail. The same nerve on an easier subcrime would have moved them forward.

Advanced tips

- A critical failure also resets your crime chain bonus to zero and leaves you demoralised for a while, so the true cost is larger than the visible loss.
- The Criminal Law and Computer Science courses unlock or improve several crimes. Check the education course directory for crime-related outcomes.

Common mistakes

- **Chasing the best-paying subcrime too early.** Critical failures undo more progress than the reward is worth.
- **Ignoring the tooltip.** Conditions change through the day; the same subcrime can be easy or hard.
- **Treating failures as free.** An orange fail costs nothing directly but halves your crime chain bonus.

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

Related guides: Nerve, Crime progression, Jail and busting, Organised crime, Early money