Planning your education

All 12 bachelors side by side with their total length, cost and final reward, and suggested study orders for fighters, criminals, traders and company owners.

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Introduction

Every education course in Torn takes real time, and you can only study one at a time. Finishing all of them takes years, so the order matters: the right early courses pay you back for the rest of the game. This guide puts the 12 bachelors side by side and suggests orders for different play styles. For how courses work in general, read Education first.

How it works

The table totals every course in each bachelor, including the introduction and the bachelor course itself, using the official course list. Lengths are without any time reductions.

Bachelor	Courses	Weeks	Total cost	Reward for the bachelor course
Self Defense	8	22	$49,000	+100% damage when fighting with fists only
Health & Fitness	9	23	$16,450	+25% speed during an opponent's escape attempt
History	8	25	$10,150	Unlocks the Museum, where sets are exchanged for points
Psychology	8	25	$13,180	+10% crime experience and skill progression
Combat Training	11	28	$29,950	Weapon experience, which raises damage and accuracy with weapons you use
General Studies	12	29	$19,010	+10% work stats from all future courses
Sports Science	10	29	$18,830	A further 1% to all gym gains
Biology	10	31	$26,150	Equip needles in your temporary slot
Mathematics	11	35	$14,080	+20% ammo conservation
Business Management	13	37	$12,800	Company size, storage and staff room upgrades

Bachelor	Courses	Weeks	Total cost	Reward for the bachelor course
Computer Science	16	37	$23,450	Send mail and money anonymously
Law	15	38	$28,745	Busting 50% easier and bailing 50% cheaper

Altogether that is 131 courses, 359 weeks and about $262,000. Money is rarely the limit; time is. The individual courses inside each bachelor also give rewards, often more useful than the bachelor itself. Browse them in the education course directory.

Step by step

1. **Get your time reductions first.** Education Length merits, the Principal rank in the Education city job, and the WSU stock benefit block together cut 40% off every course you start afterwards.
2. **Start with introduction courses you need.** Each is one week and unlocks its bachelor. Several, like Introduction to Computing, unlock things on their own.
3. **Pick a goal** from the examples below and take its courses first.
4. **Take single courses with big rewards** before finishing whole bachelors whose final reward you do not need yet.
5. **Keep a course running at all times.** Idle days are lost time.
6. **Check your course length** with the education time calculator before planning far ahead.

Examples

Total time with every reduction. With the full 40% reduction, 359 weeks becomes about 359 × 0.6 = 215 weeks, a little over four years of continuous study.

Suggested orders. These are starting points, not rules; adjust them for your own plans.

Play style	Start with	Why
Fighter	Sports Science, Health & Fitness, Combat Training	Gym gains and passive battle stats compound over every training session
Criminal	Psychology, Computer Science intro, Law	Faster crime progression, the Cracking crime, then jail perks
Trader or collector	History	The Museum turns flower and plushie sets into points
Company owner	Business Management, General Studies	Company upgrades, and more work stats from later courses

Course rewards inside a bachelor. In Biology, Intermediate and Advanced Biochemistry each add 10% to medical item effectiveness, and Anatomy adds 3% critical hit chance. A fighter might take those three without finishing the whole bachelor straight away.

Advanced tips

- General Studies' bachelor reward only affects courses completed afterwards, so it is worth taking early if you care about work stats.

- Time reductions only apply to courses started after you gain them. Starting a long course just before a reduction kicks in wastes it.
- The International School TC (IST) benefit block makes courses free, but cost is small next to time for most players.
- High addiction removes you from your current course. Keep drug use in check while studying; see Drugs.

Common mistakes

- **Studying in alphabetical order.** The order you take courses in decides when their rewards start working for you.
- **Leaving gaps between courses.** Start the next course as soon as the last one finishes.
- **Finishing a bachelor for its title alone.** Some bachelor rewards are niche; the course rewards along the way may matter more.
- **Taking long courses before getting time reductions.** Merits and the Principal rank pay off on everything after them.

Sources

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Related guides: Education, Work stats, Merits, Battle stats, Crime progression, Points and the Points Building