Factions guide, intermediate

Faction upgrades

The core branch and the eight special branches, what each gives members, what they cost in respect and how branch slots unlock.

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Introduction

Factions spend respect on upgrades. Some are permanent infrastructure, such as armouries, member capacity and chain lengths. Others are specials that boost every member, such as gym gains or extra nerve. Choosing upgrades well is how a faction turns its respect into members who are stronger, faster-growing and better equipped.

How it works

Two kinds of upgrade.

- **Core branch:** member capacity, armouries, the laboratory, territory, chaining and organised crime upgrades. Core upgrades cannot be undone.
- **Special branches:** bonuses for every member. A faction can run up to 6 of the 8 trees, and specials can only be removed 72 hours after being set.

Branch slots unlock permanently when the faction has enough upgrades active at once: the second at 20 upgrades, then 45, 75, 110 and 150.

The eight special trees:

Tree	Main effect	Other upgrades
Steadfast	Up to +10% gym gains per stat	Extra 5% branches for chosen stats
Aggression	Up to +20% strength and speed	Accuracy up to +2.0, hospital time caused +50%, damage +10%
Suppression	Up to +20% defence and dexterity	Escape dexterity boost, maximum life +20%
Fortitude	Hospital times up to 25% shorter	Life regeneration, cheaper revives (down to 25 energy), medical cooldown, medical effectiveness +30%
Criminality	Up to +10% crime experience and skill	Jail time -30%, +40 maximum nerve, bust skill +50%, bust nerve -3
Voracity	Up to +24 hours booster cooldown	Alcohol, candy and energy drink effects up to +50%
Toleration	Drug addiction up to 50% lower	Overdose chance -30%, drug side effects -30%
Excursion	Up to +10 travel capacity	Travel costs -75%, hunting income +30%, rehab -20%, Cayman interest +25%

The wiki gives total respect costs for full trees of roughly 250,000 (Steadfast, Toleration) to almost 600,000 (Criminality), for a tree in the first slot.

Slot position doubles the price. A tree in slot 1 pays the base cost. Each later slot costs double the one before: an upgrade costing 1,000 respect in slot 1 costs 2,000 in slot 2, 4,000 in slot 3 and so on, up to 32 times the base in slot 6. Put the trees you will fill most completely in the earliest slots.

Core upgrade costs climb steeply. Chain lengths run from 1,412 respect (10 hits) to 161,596 (100,000 hits), member capacity from 1,000 (10 members) to 34,258 (100 members), and territory from 1,295 for the first block to 105,027 for the seventeenth. Most levels also need a challenge first, such as reaching the previous chain length or a faction age.

Plan all of this with the faction upgrade planner, which adds up the respect, applies the slot prices and checks which slots your plan unlocks.

Armouries are core upgrades bought with respect, from the Weapon Armoury (1,000) to Point Storage (22,265). See Faction bank and armoury.

Step by step

1. Agree what the faction is for: training, crimes, wars, or a mix.
2. Buy the armouries you will actually use first.
3. Choose special trees that match the faction's purpose. A training faction gains most from Steadfast; a crime faction from Criminality.
4. Plan ahead for branch slot unlocks, since more active upgrades open more trees.
5. Remember specials lock for 72 hours after being set; do not swap them on a whim.

Examples

- A faction running Steadfast at 10% on strength gives every member 10% more strength from the same energy.
- Criminality's nerve upgrades add up to 40 maximum nerve for every member, which at one nerve every five minutes is over three hours of extra capacity.

Advanced tips

- Because each slot doubles the price, moving a large tree from slot 4 to slot 2 cuts its cost by three quarters. Check the faction upgrade planner before committing respect.
- Swapping between saved special "loadouts" is instant, which lets a faction switch to fighting specials for a war, as long as the 72-hour rule allows it.

Common mistakes

- **Buying core upgrades you will not use.** They cannot be refunded.
- **Changing specials constantly** and getting locked out for 72 hours at a bad time.
- **Ignoring the branch slot thresholds** when planning spending.

Sources

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

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

Related guides: Respect, Leading a faction, Faction bank and armoury, Chain mechanics