Comparing items and what they are worth

How to compare weapons and armour fairly, where item values come from, and how collectibles and market prices fit in.

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

Introduction

Torn has hundreds of items, and many look alike on paper. Comparing them well means knowing which numbers are fixed and which vary, and knowing where a price comes from. This guide explains how to use the Academy's item comparison and directory, and how to judge value.

How it works

Fixed and rolled figures. Medical items, drugs, energy drinks and candy have fixed effects. Weapons and armour roll their accuracy, damage or rating within a range when created. The directory shows the range, from the official wiki; the item you are offered has one specific roll inside it.

What a comparison leaves out. Weapon bonuses, mods, ammunition, your masteries and education, armour coverage and set bonuses all change real performance. Compare like with like: two rifles, or two helmets.

Prices. Torn's own item data includes a market value for each item. The Academy shows that value only from a dated snapshot, and says "No reliable price" when there is none, because a price without a date can be badly out of date. The Item Market itself shows current listings; selling there costs 5% (10% more to list anonymously).

Collectibles. Some items are valued for collections rather than use. Once you have completed the History bachelor, the Museum exchanges complete sets for points:

Set	Points
Plushie set	10
Exotic flower set	10
Medieval Coin set	100
Shabti Sculpture	500
Senet Game set	2,000

Other artefact sets sit in between. On Museum Day, sets give 10% more points. Up to 1,000 sets can be exchanged at once. A collectible's value therefore follows the price of points.

Step by step

1. Open the directory for the item type and sort by the figure you care about.
2. Pick up to four items and open them side by side in the item comparison.
3. For a specific weapon or armour piece on sale, compare its actual roll with the range.

4 Check the price against current Item Market listings, not an old figure.

Examples

- Two 9mm Uzis can differ by up to 5 accuracy and 5 damage. The one at the top of both ranges is worth more.
- Armour with a high rating but poor head coverage may protect less in practice than a lower-rated helmet with full coverage.

Advanced tips

- Bonus weapons and high-set armour are priced mainly by their bonus and roll, so their market value varies far more than ordinary items.
- Market value in Torn's data is an average; individual sales can be well above or below it.

Common mistakes

- **Comparing across types,** such as a pistol with a rifle, as if they did the same job.
- **Trusting a price with no date.**
- **Forgetting fees** when working out a profit.

Sources

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

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

Torn wiki: Item Market: https://wiki.torn.com/wiki/Item_Market, retrieved 2026-11-23

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

Torn API v2 reference (OpenAPI specification): https://www.torn.com/swagger.php, retrieved 2026-11-23

Related guides: Weapons explained, Armour explained, Trading and markets, Temporary items