Getting started guide, beginner

Levels and ranks

How experience turns into levels, what each level unlocks, why some players hold their level, and how ranks follow.

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Introduction

Your level is the number most players look at first on your profile. It rises as you gain experience, unlocks new parts of the game, and raises your maximum life. It is not a measure of strength: battle stats decide fights, and two players of the same level can be wildly different.

How it works

Experience. There is no visible experience bar. Known sources of experience are:

- Attacking and winning. Leaving your opponent gives the most experience. Mugging gives about 55 to 60% of that, and hospitalising about 40%. Higher-level opponents give more.
- Committing crimes.
- Training in the gym.
- Holding a job and gaining work stats.
- Some company specials that trade job points for experience (Clothing Store, Nightclub, Hair Salon, Theater).

Whether other activities such as busting, gambling, flying or racing give experience is not known.

Levelling up. When you have enough experience, an [Upgrade] link appears next to your level. Levelling only happens when you click it.

What levels unlock:

Level	Unlocks
2	Bookies
3	Joining a company, the Lottery
4	Blackjack
5	Auction House, Poker, and a further mission unlock (the wiki does not say exactly which)
6	Russian Roulette
7	Spin the Wheel
10	Directing your own company
13	Global chat (you lose access to the new players' chat and forum)
15	The travel agency

Levels also raise your maximum life (up to 5,000 at level 100) and let you buy more merits: one for every two levels.

Ranks. Your rank title changes at levels 2, 6, 11, 26, 31, 50, 71 and 100. Many honours and medals are also awarded for levelling.

Level holding. Because the Upgrade link waits for you, some players deliberately stay at a lower level so others underestimate them. Experience keeps building, and they can jump several levels at once later. A 10-star Candle Shop special can reveal a player's true level, and paying the Fortune Teller in China ($75,000) or working in a 7-star Game Shop shows how close you are to your next level.

Step by step

1. Click Upgrade whenever it appears, unless you have a reason to hold.
2. Plan around the unlocks: level 15 opens travel, which opens overseas trading.
3. When choosing whom to attack, remember that leaving a defeated opponent gives the most experience.
4. Do not judge a player's strength by their level. Check their profile, their faction, and if possible their battle stats.

Examples

- A level 14 player saving money for travel needs one more level before the travel agency opens.
- Two level 30 players: one has trained for two years, the other levelled quickly from attacks. Their battle stats, not their level, will decide who wins.

Advanced tips

- Some activities match players by level, so holding level can matter in competitive events and when attacking for bounties or missions.
- Experience from attacks depends on the result you choose. If experience matters more than money, leave rather than mug.

Common mistakes

- **Treating level as strength.** It is mainly a measure of experience.
- **Forgetting to click Upgrade.** You will not get the life or merit benefits until you do.
- **Holding level without a plan.** It only helps if you have a reason to be underestimated.

Sources

Torn wiki: Level and Ranks: https://wiki.torn.com/wiki/Level_and_Ranks, retrieved 2026-11-23

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

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

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