Factions guide, intermediate

Positions and permissions

How faction positions work, every permission a position can hold, and how to give out access safely.

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Introduction

Positions are a faction's roles. Each position carries a set of permissions, and those permissions decide who can lend items, give money, run organised crimes, manage wars or kick members. Setting them carefully is one of the most important jobs a leader has, because a careless permission can empty an armoury.

How it works

Who sets them. Only the leader and co-leader can create positions and change their permissions. New members are recruits for 72 hours, then get the faction's default position, which the leader can rename.

Permissions, grouped by the colour the game uses to show how sensitive they are:

Group	Permissions
Green	Weapon and armour loaning; temporary, medical, consumable, drug, booster and utility loaning; medical, consumable, drug and booster usage; energy and nerve refill usage; item retrieving; faction API access
Orange	Organised crimes; item giving; money giving; points giving; forum management; application management
Red	Kick member; balance adjustment; war management; upgrade management
Black	Newsletter sending; announcement changes; description changes

What some permissions allow.

- **Money and points giving** let a member see every member's balance and give money or points, including through Pay Day.
- **War management** lets a member enlist the faction in ranked wars.
- **Organised crimes** lets a member spawn scenarios and manage payouts.
- **Faction API access** allows reading the faction's data through the Torn API with that member's key.

Leadership succession. If a leader is inactive for more than 30 days, leadership passes automatically to the co-leader, or to the longest-serving member who was online in the last 24 hours.

Step by step

1. List the jobs your faction needs doing: lending items, paying members, running organised crime, recruiting, wars.
2. Create one position per job, with only the permissions that job needs.
3. Give red and orange permissions to a small number of trusted, long-standing members.
4. Keep a co-leader in place so leadership never falls to whoever happens to be online.
5. Review positions every few months and remove access from members who no longer need it.

Examples

- An "Armoury" position with weapon, armour, medical and temporary loaning lets officers equip members without being able to give items away.
- A "Treasurer" position with money giving and balance adjustment handles payouts. Giving it to several people at once multiplies the risk.

Advanced tips

- Loaning is safer than giving: loaned items return to the armoury, given items do not.
- Faction tools that read your faction's data through the API need a member with Faction API access. Give that permission to the member whose key the tool uses, and to nobody else.

Common mistakes

- **Giving everyone usage of drugs and boosters.** Stock disappears fast.
- **No co-leader.** Succession becomes a matter of chance.
- **Leaving old officers with red permissions** after they have stepped back.

Sources

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

Torn wiki: Ranked War: https://wiki.torn.com/wiki/Ranked_War, retrieved 2026-11-23

Related guides: Leading a faction, Faction bank and armoury, Finding and joining a faction, Running organised crime for a faction