Work stats

What Manual Labor, Intelligence and Endurance are for, every way to raise them, and which methods are fastest at each stage.

Version 1.0. Published 24/11/2026, last reviewed 24/11/2026.

Introduction

Work stats decide which jobs you can hold and how well you perform in them. They are separate from your battle stats and are never used in fights. There are three: Manual Labor (MAN), Intelligence (INT) and Endurance (END). This guide lists every way to raise them so you can plan a route into the job or company position you want.

How it works

Where they are used.

- City jobs need a set amount of all three for each rank. Army, Grocer and Casino can be joined on day one; Medical, Education and Law need work stats first. See City jobs.
- Player companies use two of the three for each position: a primary and a secondary stat. How close you are to those requirements sets your efficiency; see Working for a company.

Ways to raise them:

Method	Gain	Notes
Working a city job	A few to 45 a day, by rank	All three stats, passive
Working in a company	Based on your efficiency	Only the position's primary and secondary stats
Being a company director	5 to 50 of each stat a day	5 at 1 star, 10 at 2, 20 at 3, 35 at 4, 50 at 5 stars or more
Director trains	50 primary and 25 secondary per train	Given by your director; the fastest method
Education job specials	+100 of one stat per 10 Education points	Up to 70 a day at Principal
Clothing Store or Lingerie Store 3-star special	+100 Endurance for 10 job points	Endurance only
Book: Working 9 Til 5	+5% of each stat, up to 2,500 each	Best read at 50,000 or more in each
Education courses	Small one-off gains	Some courses give much more than others

Director trains. A company earns one train a day per star, and can store up to 20. Each train gives the employee 50 of their position's primary stat and 25 of its secondary stat, whatever their efficiency. That makes them the best option for players with low work stats. Directors cannot train themselves.

Step by step

1. **Start in a city job** on day one for steady gains in all three stats.
2. **Take the short, efficient courses** early. DEF 1700, an introductory course, gives 50 of each stat in one week.
3. **Choose your target position** in a company and note its primary and secondary stats.
4. **Join a company that offers trains,** or negotiate them with a director. Ask before joining.
5. **Use job specials** that add work stats, if your job has them.
6. **Save Working 9 Til 5** until your stats are high enough to get the full 2,500 from it.

Examples

Best courses for work stats. Ranked by total work stats gained per week of course time, without any time reductions:

Course	MAN	INT	END	Weeks
DEF 1700 (intro)	50	50	50	1
BIO 2390	5	170	120	2
CMT 2590	0	250	30	2
CMT 2600	0	275	55	3
LAW 2101	0	175	40	2
CBT 1780 (intro)	50	50	0	1

Trains add up fast. A 5-star company has 5 trains a day. An employee who gets all five daily earns 250 primary and 125 secondary stats a day, far more than passive gains at that stage.

Reading the book at the right time. With 20,000 in each stat, Working 9 Til 5 gives 5% = 1,000 of each. With 50,000 or more, it gives the maximum 2,500 of each.

Advanced tips

- Company passive gains depend on your efficiency, so getting close to the position's requirements also speeds up your future gains.
- Plan towards a position, not a stat. Only the two stats your position uses count there.
- If you plan to run a company later, director gains of 50 a day at 5 stars come from all three stats.

Common mistakes

- **Training work stats in the gym.** The gym raises battle stats only.
- **Ignoring the third stat.** City jobs need all three, so a stat you neglect can block a promotion.
- **Joining a company without asking about trains.** Trains are the director's to give, and not every company hands them out.

Sources

Torn wiki: Working Stats: https://wiki.torn.com/wiki/Working_Stats, retrieved 2026-11-23

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

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

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

Related guides: City jobs, Working for a company, Running a company, Education