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Morikar
 16

Posted - 2015.06.02 00:02:37 - [1] - [Quote](#)

I've taken it upon myself to try and grind all faction standings up to the point I can run Level 4 missions for each of them. I am planning to do all the career agents first, then depending on where I stand after that will determine next steps.

Why am I doing this?

Because it's fun. I've already made a ton of ISK via trading and industry and now I'm turning my attention to standings. You could say this is one of the things on my eve bucket list. And it might be helpful to new players.

Current applicable skills:
Connections 4
Diplomacy 3
Social 4

Here are my baseline standings:

Faction, Standing, (base standing before skills)
Amarr 1.63 (-0.05)
Gallente 1.07 (-0.14)
Mimatar 0.96 (-0.33)
Caldari 0.83 (-0.41)

I just ran through one of the military career agents for Caldari and here's where I stand after:

Amarr 1.64 (0.04)
Gallente 0.99 (-0.23)
Mimatar 0.88 (-0.36)
Caldari 1.00 (-0.23)

So I gained:
0.09 with Amarr
0.18 with Caldari

And I lost:
0.09 with Gallente
0.03 with Minmatar

So a net gain of 0.15 faction standings (before Connections/Diplomacy modifiers)

Took about 45 mins to run all 10 missions in a Punisher. I think I spent about 2 million ISK in total on the ship (only because I slapped a few rigs on it and some tech 2 gear, really not necessary but whatever).

Will keep this thread updated as I can :)

ergherhdfgh
Imperial Academy
Amarr Empire
 580

Posted - 2015.06.02 01:04:20 - [2] - [Quote](#)

having the skill up is a big part of it. Don't forget the some what neutral factions like sisters of eve that give good ~~derived~~ standings. Also the level 4 epic arcs give faction standing free of the ~~derived~~ hit to opposing factions so you'll probably want to run those as soon as possible so you can get the timer going on re-doing them

Chainsaw Plankton
IDLE GUNS
IDLE EMPIRE
 1151

Posted - 2015.06.02 01:58:52 - [3] - [Quote](#)

I would try alternating between amarr (gives large caldari derived bonuses) and SOE (strong gallente, and medium minmatar derived standings) missions. think you will need to throw in a few minmatar missions. Or maybe skip SoE and go for gallente, that way you are getting full gains to gal, and large gains to minny. add in some epic arcs, and you should be able to do it.

@ChainsawPlankto



Donnachadh
United
Allegiance of
Undesirables

310



Posted - 2015.06.02 13:43:52 - [4] - Quote

You can do this, but it will be a long hard road.

This can help if you apply it on a rotating basis for all 4 factions.
https://wiki.eveonline.com/en/wiki/Faction_Standing_Repair_Plan?_ga=1.160878197.938609213.1407616969

Many of the other ideas presented here will help as well.

Never accept a faction mission from any agent, just do not do it EVER.

In what follows define X as a specific number of story line missions. Many mission runners use 4 but that is up to you.
For this example we will use alphabetical order just to illustrate the points.

Run missions for Amarr affiliated until you have run X story lines.
Switch to Caldari until you have run X story lines.
Switch to Gallente until you have run X story lines.
Switch to Minmatar until you have run X story lines.
Go back to start.
Combining this with never running any faction missions and you will slowly over time build your faction standings to all 4.

From the social skills train these. While they may not help alot they will not take long to train to level 4 either and on the theory that anything that does not hurt you may help you why not.

Social
Connections
Diplomacy
Fast talk
Negotiation

Train which ever of these applies to the missions you run.
Distribution Connections
Mining Connections
Security Connections

If ISK is not a concern then get a ship fit for it and blitz missions. More mission over the same period = more standing gains over that period of time.



Yossarian
Toralen
M and M
Enterprises

32



Posted - 2015.06.02 14:33:01 - [5] - Quote

Is it even possible to get all major factions to 5?

I know that you have to get corp standings to 5 to run level 4 missions, not sure about faction standings though.



Morikar

17



Posted - 2015.06.02 15:20:51 - [6] - Quote

“ **ergherhdgh wrote:**

having the skill up is a big part of it. Don't forget the some what neutral factions like sisters of eve that give good ~~derived~~ standings. Also the level 4 epic arcs give faction standing free of the ~~derived~~ hit to opposing factions so you'll probably want to run those as soon as possible so you can get the timer going on re-doing them

”

Yes, I'm going to run the SOE epic arc after I did some of the career agents :)

“ **Chainsaw Plankton wrote:**

I would try alternating between amarr (gives large caldari ~~derived~~ bonuses) and SOE (strong gallente, and medium minmatar ~~derived~~ standings) missions. think you will need to throw in a few minmatar missions. Or maybe skip SoE and go for gallente, that way you are getting full gains to gal, and large gains to minny. add in some epic arcs, and you should be able to do it.

”

Right now my goal is to do all the career agents and see where I land. There's 15 agents per faction, if I gain 0.15 net faction per agent that should land me with a decent standing with each, enough to run L2's at least.

“ **Donnachadh wrote:**

You can do this, but it will be a long hard road.

This can help if you apply it on a rotating basis for all 4 factions.
https://wiki.eveonline.com/en/wiki/Faction_Standing_Repair_Plan?_ga=1.160878197.938609213.1407616969

Many of the other ideas presented here will help as well.

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Connections

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Fast talk
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Distribution Connections
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Security Connections

If ISK is not a concern then get a ship fit for it and blitz missions. More mission over the same period
= more standing gains over that period of time.

”

I'm somewhat following the faction repair plan yes. Starting with the career agents and moving onto other things depending on how my standings look after completing all of them.

“ **Yossarian Toralen wrote:**

Is it even possible to get all major factions to 5?

I know that you have to get corp standings to 5 to run level 4 missions, not sure about faction standings though.

”

I've seen screenshots of it posted so I think it's possible, but I'm not entirely sure. There is a lot of see-sawing your standings around to get there for sure.

It's a fun challenge and will be neat to see if it's actually possible.

The challenge after this is to see if I can get the pirate factions up to the same level while keeping the high empire standings (pretty sure that's impossible but I might give it a shot down the road).

As a side note, I'm doing the scanning career agent next. I haven't done probing and scanning for probably 2 years, it's an interesting change what they did. Especially to Hacking, that's very different than it was when I did it before.



**Tau
Cabalander**
Retirement
Retreat
Working
Stiffs

4939



Posted - 2015.06.02 17:37:15 - [7] - [Quote](#)

“ **Yossarian Toralen wrote:**

Is it even possible to get all major factions to 5?

I know that you have to get corp standings to 5 to run level 4 missions, not sure about faction standings though.

”

DeMichael Crimson, creator of The Plan

Without skills applied (EVEboard shows base values), he currently has:

* Amarr = 7.0
* Caldari = 6.33
* Gallente = 6.98
* Minmatar = 7.08

You have to do more than just run normal missions to get them above 5 (Connections 5 would raise that to 6).

As for regular & storyline missions for every gain with a faction you also lose half of that to the opposing faction. Missions like the Blood-Stained Stars yield faction standing gain without any loss. You also have to avoid faction kill missions.

<https://forums.eveonline.com/default.aspx?g=posts&m=4435245#post4435245>



Morikar

18



Posted - 2015.06.02 19:06:32 - [8] - [Quote](#)

So it is possible to get all 4 empire faction standings up that high, good. Now I just have to get there!

Today I did the Exploration career agent, my standings after the 5 missions are now:

Amarr 1.70 (0.12)
Caldari 1.14 (-0.07)
Gallente 0.93 (-0.31)
Minmatar 0.86 (-0.39)

Changes:
Amarr +0.08
Caldari +0.16
Gallente -0.08
Minmatar -0.04

And I did the Advanced Military career agent, standings after that:

Amarr 1.77 (0.21)
Caldari 1.69 (0.11)
Gallente 0.85 (-0.39)
Minmatar 0.82 (-0.43)

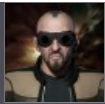
Changes:
Amarr +0.09
Caldari +0.18
Gallente -0.08
Mimmatar -0.04

Total Standings Change So Far:

Amarr +0.26
Caldari +0.52
Gallente -0.25
Minmatar -0.11
Net: +0.42

My Grind to 5.0 Standings With All Empire Factions

Posted - 2015.06.03 18:49:03 - [9] - [Quote](#)



Morikar



After Industry agent, I'm up to:

Amarr 1.85 (0.30)
Caldari 1.84 (0.29)
Gallente 0.78 (-0.48)
Minmatar 0.79 (-0.46)

Changes:
Amarr +0.09
Caldari +0.18
Gallente -0.09
Minmatar -0.03

After the Business agent, I'm up to:

Amarr 1.92 (0.38)
Caldari 1.99 (0.46)
Gallente 0.70 (-0.57)
Minmatar 0.76 (-0.49)

Changes:
Amarr +0.08
Caldari +0.17
Gallente -0.11
Minmatar -0.03

Total Standings Change So Far:

Amarr +0.43
Caldari +0.87
Gallente -0.45
Minmatar -0.17

That's a grand total of 0.68 faction standing change from doing all career agents at a single station.

So what I think I need to do is run some Gallente career agents now to get me in a better spot with them before running more Caldari. If I keep switching between Gallente and Caldari then Amarr and Minmatar should take care of themselves.

Also I need to run the SOE epic arc, but that is a really long mission to run.



Shiloh Templeton
Center for Advanced Studies
Gallente Federation



Posted - 2015.06.03 21:50:46 - [10] - Quote

My Industrial Char has

SOE - 7.43
Mordu - 5.38
Amarr - 4.96
Caldari - 4.88
Minmatar - 4.77
Gallente - 4.18

I originally set the goal of getting +5 in all the factions when it was required to anchor a POS in high sec. That's no longer a factor, but I decided to continue to pursue the goal.

I built the bulk of the standings by running L4 mining missions semi-AFK for the major corporations of each faction. I would also rerun the career agents every 3 months or so. Now I'm just running the SOE arc every 3 months to finish off the goal.

It'd be a severe grind to try to accomplish all at once, but not too bad if you spend some effort every now and then. It would have gone faster if I'd run the faction mission arcs but I haven't gotten around to it yet.

It's too bad that standings aren't worth more in the game these days. The sandbox is great, but CCP should realize that creating goals is another way to keep players.



Morikar



Posted - 2015.06.04 00:54:49 - [11] - Quote

I have never tried mining missions even though I can fly T1 barges. How tough are the rats that appear on mining missions? And do you get decent standings from mining storyline missions?



Kitty Bear
Disturbed Friends Of Diazepam
Disturbed Acquaintance



Posted - 2015.06.04 11:34:37 - [12] - Quote

follow "the plan" ! !

not real numbers but this is how storyline gains & loses work

do an Amarr Storyline
gain 1.0 Amarr standing
gain .05 Caldari Standing
lose 0.75 Minmatar standing
lose 0.25 Gallente standing

by cycling between the factions, there is over time a steady increase
but it's fairly slow, and tedious .. eve pve is always mostly tedious 😊

L1 SoE epic gives a gain to 1 faction, with no loses (repeat it every 3 months)
COSMOS agents can be done once per character with no ~~derived~~ losses to opposing factions

L4 epic arcs dunno about these, I know they exist, but im a little hazy on the details 🙄



Donnachadh
United Allegiance of Undesirables

Posted - 2015.06.04 13:41:44 - [13] - Quote

“ **Tau Cabalander wrote:**

As for regular & storyline missions for every gain with a faction you also lose half of that to the opposing faction.

”

This is precisely why it is critical to rotate your agents based an their faction affiliation on a regular basis.

👍 313



Hasikan Miallok
Republic University
Minmatar Republic

👍 1434



Posted - 2015.06.04 14:25:04 - [14] - [Quote](#)

Running Sisters of EVE storylines gives a big boost to Gallente with only a very small loss to the others.



Shiloh Templeton
Center for Advanced Studies
Gallente Federation

👍 325



Posted - 2015.06.04 16:51:58 - [15] - [Quote](#)

“ **Morikar wrote:**

I have never tried mining missions even though I can fly T1 barges. How tough are the rats that appear on mining missions? And do you get decent standings from mining storyline missions? ”

Mining missions are good for industry oriented chars if you're trying to build corporate standings for refining or clones. I find them much less painful than distribution missions since they pay out about 5x the corporate standings increase per mission and you're not warping all over the place. Most missions stay in the local system. I think the storyline missions boost is about equivalent to combat storylines, but I forget the details.

Rats are easily handled with T1 drones.

There is a big difference with the mining missions based on the Level. Once you get to L4's you can use a Retriever for the hold size and will have to warp back to station once to drop off. There are also ice mining and gas mining missions which are some of the best isk/effort in the game. An L4 gas mission can be run in a Venture for a 5K LP payout + 2million isk reward in 1 warp and no attention required. [Gevlon](#) has written on the topic if you want a lot more info.

If you find a station that has multiple mining agents it's easy to decline missions which you find too slow to run.

An Orca in system can speed up the missions 30-40%.



Nerath Naaris
Pink Winged Unicorns for Peace Love and Anarchy

👍 1003



Posted - 2015.06.04 16:58:46 - [16] - [Quote](#)

“ **Yossarian Toralen wrote:**

Is it even possible to get all major factions to 5?

I know that you have to get corp standings to 5 to run level 4 missions, not sure about faction standings though. ”

Yes you can.

Thing is, gain for one faction gain eventually equals or is even less than the loss for another faction, even with social skills. At that point you have to rely on Epic arcs. They give a massive amount of faction standing (+12,5% iirc) without any losses but can only be done once every three months.

I guess Sisters of Eve might be helpful as well but it probably goes slow and not for all four Empire Factions....

Forum-unbanned since 2011.10.20.



Shiloh Templeton
Center for Advanced Studies
Gallente Federation

👍 328



Posted - 2015.06.06 12:18:23 - [17] - [Quote](#)

“ **Nerath Naaris wrote:**

[quote=Yossarian Toralen]I guess Sisters of Eve might be helpful as well but it probably goes slow and not for all four Empire Factions.... ”

SOE arc gives a 7% standings boost to the faction the players chooses at the end of the arc. This standing increase will be higher if you have trained Social, up to a maximum increase of 8.75%. (source: [Eve-U](#))



McChicken Combo
Half Mayo
The Happy Meal

👍 746

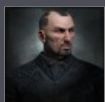


Posted - 2015.06.07 23:58:02 - [18] - [Quote](#)

If you can avoid the career agents don't do them. They don't provide a large enough boost to faction standing for how long they take to complete. Get in contact with [DMC](#) and see what he thinks, that is assuming people are correct in crediting him with [this](#). The plan does state to complete the career agents but if your goal is only 5.0 with each faction it might not be necessary.

There are all our dominion

Gate camps: "Its like the lowsec watercooler, just with explosions and booze" - Ralph King-Griffin



Official Forum Business
Imperial

Posted - 2015.06.08 02:24:34 - [19] - [Quote](#)

As a short addendum to the (rightly) lauded "plan," of DMC, Bob bless his soul for the great work he has done, I will mention that it is quite possible to run a profitable business without fantastic standings and one should take care not to become embroiled in the chase for optimal standings unless that is an interest in and of itself. (I'll be the first to admit, I love the epic arcs and pretty numbers too. None of what follows should be misconstrued as an attack on the respectable career of enjoying NPC missions and their stories.)

One of my previous iterations existed solely as a trader from around 24 hours old until the time I sold him a few



years later. He never earned a single point of standings in his life (or trained a spaceship command skill, but that's a story for another day) and still managed to amass several billion isk in profits. Building and trading with tighter margins is an absolute advantage, but take care in that line of work not to forget about the almighty comparative advantage and cyclical returns.

To end on a less metaphorical note: Time spent on standings is time not spent doing something else. Do what you enjoy and don't make the game about something you're not interested in because you perceive the reward to be absolutely necessary. EVE is a sandbox. When someone on the forums tell you that some such MUST be done to accomplish something, it usually takes five minutes of google searching to disprove that assumption.

Best of luck in your endeavors!

Posted - 2015.06.21 05:45:56 - [20] - Quote

“ **McChicken Combo HalfMayo wrote:**

If you can avoid the career agents don't do them. They don't provide a large enough boost to faction standing for how long they take to complete. Get in contact with **DMC** and see what he thinks, that is assuming people are correct in crediting him with **this**. The plan does state to complete the career agents but if your goal is only 5.0 with each faction it might not be necessary.

”

Yes, the people who credit me with creating 'The Plan' are indeed correct. To verify that, check out '**The Original Plan**'.

As for the Career Agents, I highly encourage players to complete them. Even though the amount of their standing increase is rather small it still equates to a large standing change for player, especially if they have bad, low or neutral standings.

DMC

'The Plan' | California Eve Players | Proposal - The Endless Battle

Posted - 2015.06.21 09:34:08 - [21] - Quote

Here's the abbreviated version of the **big** derived **standings** chart:

	Amarr	Cald	Gall	Minnie
Amarr:	100%	70%	-20%	-50%
Calari:	50%	100%	-50%	-20%
Gallente:	-20%	-50%	100+	80%
Minmatar:	-50%	-20%	80%	100%

Sisters of Eve (-6%, -1.5%, 48%, 15%) is essentially like working for Gallente with lower **derived** standings, scale gallente to 100% and you get (-13%, -3%, 100%, 31%) ish.

So if you work for everyone equally and don't do other things to drop your standings (e.g. taking anti-empire missions) you'll end up with:

Amarr (+150, -70), Caldari (+170, -70), Gallente (+180, -70), Minmatar (+180, -70)

If you skip Gallente and use twice the number of SOE missions as your "Gallente faction", you'll instead have:

Amarr (+150, -56), Caldari (+170, -21.5), Gallente (+180, -70), Minmatar (+131, -70)

I'm keeping the numbers separate because, of course, changes are weighted by how far from standing 0 you are. At standing 5.0, you'll need to multiply the gains by 1/2 and the losses by 1.5.

At 5.0 all, running all 4 factions: Amarr -30, Caldari -20, Gallente -15, Minmatar -15 ---> Not stable, no go
Running 3 factions + SOE: Amarr -9, Caldari +53, Gallente -15, Minmatar -40 ---> Still a no

So you can't maintain all four factions by this method normally.

So... how about with Connections 5? With Connections 5, "Standings 5" only requires standings 4.0 in reality, which means that gains will be 0.6 times normal and losses at only 1.4 times normal:

At 4.0 (prior to connections) running all 4: Amarr -8, Caldari +4, Gallente +10, Minmatar +10
Running 3 + SOE: Amarr +11.6, Caldari +72, Gallente +10, Minmatar -19.4

Conclusion: Even with connections 4, neither of these methods works to stabilize all four above the thresholds you want. Crap. Well, let's try abstracting it to a set of vectors, already weighted for 4.0 faction:

Amarr: [60, 42, -28, -70]
Caldari: [30, 60, -70, -28]
Gallente: [-28, -70, 60, 48]
Minmatar [-70, -28, 48, 60]
Sisters of Eve [-8.4, -2.1, 28.8, 9]

That's a big old linear algebra problem where matrix [derived] times vector [mission types] has to be true for a positive result. The problem is solvable for an output of [0 0 0 0], meaning that there is in theory some combination of the four rep gains that is exactly stable, but you'll have to set up the solver in Matlab or something and come up with specific weightings yourself.

I will say that maintaining 4.0 with all for factions (aka 5.0 with connections) is in practical terms almost completely impossible, as all of the solutions I'm getting require management of gradations that are smaller than the variation in what story missions give. You'll have to be either very lucky or kind of waver back and forth across the line with various factions at various times. The actual point of stability where you can juggle all four fairly easily is more around the 3.0 point. This is probably intentional, e.g. CCP doesn't want all four epic arcs to be available to you at once.

... all this said, nothing is stopping you from having 5.0 or even significantly higher rep with specific corporations within all four empires. Individual corp faction overrides empire faction for the purposes of continuing to give you missions, etc (you could possibly use this to get around the 'all four epic arcs' thing, I forget how multi-corporation they get or if they care once the chain is started).

Anyhow, now your decision to continue this silliness or not is better informed. Have fun I guess.



**DeMichael
Crimson**
Republic
University
Minmatar
Republic

50652



**Lost
Greybeard**
Drunken
Yordles

668





**DeMichael
Crimson**
Republic
University
Minmatar
Republic

👍 50653



EDIT: DMC essentially doesn't run the standard storyline missions specifically in order to maintain his faction, iirc. If you're wondering how he has those numbers despite all this.

Posted - 2015.06.22 05:31:21 - [22] - Quote

“ **Lost Greybeard wrote:**

Here's the abbreviated version of the [big derived standings chart](#):

”

Ahhhh, I see players are still using that chart. Time and time again I've said the New Eden Library chart is incorrect.

How do I know it's incorrect ?

First a little history lesson :

Back in the middle of 2008 when I first started playing this game, Thukker Tribe was viewed as an outlaw / renegade group that had negative standings with all Factions, including all Pirate Factions. I use to mission for Thukker Mix Corporation exclusively and would cash in Loyalty Points for Thukker Shield Extenders to sell in contracts (Big ISK item back then). That gained me +10.00 standing with Thukker Mix Corp and over +7.00 standing with Thukker Tribe.

Doing that caused all my other standings to drastically drop, almost to the point of me being locked out of entering Empire space. I needed to be able to travel to various Trade Markets in order to set up Contracts to sell Thukker Shield Extenders. I spent a couple of months researching various ways to quickly gain Faction standing and then formulated a plan. After working it for a few months, I refined it and then in early 2010 I shared it with the Eve Online Community in the old forums.

After CCP created Evelopedia and then activated the new forums in late 2011, I then polished 'The Plan' and posted it in Evelopedia for everyone to use.

A few years ago, sometime in 2012, Thukker Tribe was granted status as a Minor Faction and thus gained positive standing with Minmatar Republic. To view the correct Inter-Faction Relationship Standings, please refer to this chart : http://www.eve-wiki.net/index.php?title=Standings#Standing_Relationships

“ **Lost Greybeard wrote:**

Anyhow, now your decision to continue this silliness or not is better informed. Have fun I guess.

EDIT: DMC essentially doesn't run the standard storyline missions specifically in order to maintain his faction, iirc. If you're wondering how he has those numbers despite all this.

”

What you might consider as being silly and a waste of time, others might consider as serious and time well spent. Since you used an incorrect standings chart your conclusions might also be incorrect.

Anyway, I will say you're right about how I go about gaining standing increases. I don't run regular missions for a Storyline mission unless it's needed to continue working 'The Plan'. My main career path is exploration and working 'The Plan' fit's in perfectly with that career.

DMC

['The Plan'](#) | [California Eve Players](#) | [Proposal - The Endless Battle](#)



**Lost
Greybeard**
Drunken
Yordles

👍 669



Posted - 2015.06.24 12:18:01 - [23] - Quote

It matches the chart on ewewiki, so... correct it, if you think it's wrong?



**DeMichael
Crimson**
Republic
University
Minmatar
Republic

👍 50664



Posted - 2015.06.25 03:01:54 - [24] - Quote

“ **Lost Greybeard wrote:**

It matches the chart on ewewiki, so... correct it, if you think it's wrong?

”

No, the New Eden Library graph doesn't match the Eve-Wiki graph.

You can easily tell the difference just by looking at Thukker Tribe's standing listed in the In-Game Inter-Faction Relationships graph.

As I said earlier, Thukker Tribe never had positive standing with Pirate Factions and a few years ago they gained positive standing with Minmatar Republic.

Anyway, I'm not gonna change the New Eden Library graph when the Eve-Wiki graph is correct.

Oh by the way, I may have my dates a little bit off. It was in 2011 when Thukker Tribe was granted status as a minor Faction which gained them positive standing with Minmatar Republic. That's when Eve-Wiki was updated.

DMC

['The Plan'](#) | [California Eve Players](#) | [Proposal - The Endless Battle](#)



**Lost
Greybeard**
Drunken
Yordles

Posted - 2015.06.25 22:01:01 - [25] - Quote

Since every element of the chart I _used_ [matches the wiki version](#) perfectly, unless you're suggesting that Thukker is a good substitute faction to work for (which is unlikely since iirc they're still negative to the other three) you just kind of talking to yourself here, it has no actual relevance to the thread.

I'm not going to check every single other number on the chart to see if they match, because that'd take forever, but everything I used in the calculation is consistent between the two.

680

DeMichael

Crimson

Republic

University

Minmatar

Republic

50666

Posted - 2015.06.27 20:15:33 - [26] - Quote

“ Lost Greybeard wrote:

Since every element of the chart I _used_ [matches the wiki version](#) perfectly, unless you're suggesting that Thukker is a good substitute faction to work for (which is unlikely since iirc they're still negative to the other three) you just kind of talking to yourself here, it has no actual relevance to the thread.

I'm not going to check every single other number on the chart to see if they match, because that'd take forever, but everything I used in the calculation is consistent between the two.

”

Information is King and Communication is it's Queen.

So no, I'm not talking to myself. I posted the most current updated correct chart for reference information. Just like you stated, I'm also not going to check every single number either.

However, just to set the record straight :

The chart you linked for reference information - "This page was last modified on 24 July 2008, at 13:02."

The chart I linked for reference information - "This page was last modified on 12 January 2011, at 18:15."

DMC

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