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Faction Standing Repair Plan

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This is an updated version of 'The Original Plan' (http://web.archive.org/web/20160225230203/http://oldforums.eveonline.com/?a=topic&threadID=1263174&_ga=1.177221669.1094341382.1403335597) , created on 2.02.2010, which was posted in the Missions and Complexes section of the old inactive forums. 'The Plan' will repair negative Empire Faction standings as well as help boost positive Empire Faction standings, thus allowing the player to have positive Faction standings with all Empire Factions.

Warning: The majority of Event Agents listed in the 'Faction Standing Repair Plan' will give both positive and negative derived standings towards all Factions.

When working the regular mission Agents, always remember to decline any encounter mission against the main Empire Factions (Amarr, Caldari, Gallente, Minmatar). If involved with Factional Warfare, players are advised to leave the Militia before working 'The Plan'. To maintain positive Empire Faction standings after completing 'The Plan', alternate or 'bounce' to each Empire Faction

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and do a set of 16 regular missions plus storyline.

If needed, a 'Questions & Comments Thread'

(<http://web.archive.org/web/20160225230203/https://forums.eveonline.com/default.aspx?g=posts&t=10212&find=unread>) for the 'Faction Standing Repair Plan' has been posted in the Missions and Complexes section of the Eve Online Forums.

'Eve Special Agents Toolkit' (<http://web.archive.org/web/20160225230203/https://forums.eveonline.com/default.aspx?g=posts&t=287701&find=unread>) is a good application to help keep track of completed Event Agents while working 'The Plan'.

Good luck and much success to all.

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Personal Security Status

Security Status And Traveling Restrictions

Personal Security Status above -2.00 (-1.99 or higher) is needed to work 'The Plan'. If the Personal Security Status is -2.00 or lower (-2.01 to -10.00), players should turn in special Security Tags or kill NPC Pirates for Security Status increase.

Please note: Training the skill Fast Talk will help maximize the amount of Security Status gained.

Tags For Security

Security Tags can be bought from the Market or found on special named NPC's in Low Security Asteroid Belts.

Not Getting Security Status Gains

NPC Pirates can be found in Asteroid Belts, DED Deadspace Complexes or Exploration Combat Sites ('Unknown' Cosmic Signature or Cosmic Anomaly). The goal here is to raise the Personal Security Status quickly.

How do I Find A System With A Deadspace Complex
Complexes
Exploration guide
Probing
Exploration
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Maximizing Results

To help repair negative Empire Faction standings quickly as well as boost positive Empire Faction standings, the following Social skills should be trained at least to level 4 starting with the Diplomacy skill. For maximum standing gains, train these skills to level 5 as soon as possible.

1 Diplomacy
2 Social
3 Negotiation
4 Connections

Hint: If planning to just boost current positive Empire Faction standings, disregard training the Diplomacy skill and start with the Connections skill.

Required Standing

The minimum negative Faction standing required to work 'The Plan' needs to be above -5.00 standing (-4.99 or higher). All NPC Agents, Corporations and Factions accept personal standings modified by Social skills. After training Diplomacy level 5, hopefully one of the 'Unfriendly' negative Empire Factions will be above -5.00 standing (-4.99 or higher).

Standings Mechanics

If all 'Unfriendly' Empire Factions are still below -5.00 standing (-5.01 to -10.00), find a Corporation belonging to the 'Unfriendly' Empire Factions located in 'Friendly' positive Factions space. Complete missions (16 + Storyline) for a Level 1 Agent (available regardless of standings) until one of the negative 'Unfriendly' Empire Factions is above -5.00 standing (-4.99 or higher), then work 'The Plan'.

Please note: In the [Standing Relationships (http://web.archive.org/web/20160225230203/http://web.archive.org/web/20130310042624/http://www.eve-wiki.net/index.php?title=Standings#Standing_Relationships)] link, the 'In-Game Inter-Faction Relationships' graph is read from the top down and the 'Derived Inter-Faction Standing Modifier' graph is read from left to right.

Agent Finder (In-Game Only)

<http://eve-agents.com/>

<http://eveinfo.com/agents/>

If none of the major 'Unfriendly' Empire Factions have any Corporations located in 'Friendly' space, find a minor Faction that's friendly towards them with Corporations located in 'Friendly' space. Complete missions (16 + Storyline) to gain derived positive standings. Eventually the negative standings for the major 'Unfriendly' Empire Factions will rise and when one gets above -5.00 standing (-4.99 or higher), work 'The Plan'.

<http://eve-survival.org/wikka.php?wakka=MissionReports>

When working the regular agents, use the above link for mission info before accepting the mission offer.

Hint: Remember to decline all regular missions against any of the major Empire Factions (Amarr, Caldari, Gallente, Minmatar)

'Eve Storyline Tracker' (<http://web.archive.org/web/20160225230203/https://forums.eveonline.com/default.aspx?g=posts&t=42380>) is a good application to help track the amount of regular missions completed towards a Storyline mission offer.

Work The Plan

Players are advised to fleet up with others if help is needed to complete an Event Agent mission, especially if the Event Agent offers an encounter mission against an Empire Faction.

Warning: These Event Agent missions can only be completed once in the life of the character for Faction Standing increase. Do not fail, quit, decline or let these mission offers expire. It could lock out access to other Agents.

Start working 'The Plan' with the Empire Faction that has the lowest amount of negative Faction Standing above -5.00 (-4.99 or higher) and complete the 10 part mission series for each of the 15 Career Agents in that specific Faction.

Career Agents

After working the Career Agents, complete one round of the Circle Agent missions for that same specific Faction.

Circle Agents

After completing one round of the Circle Agent missions, now work the level 1 Data Center 'Graduation Certificate' missions for the same specific Faction. After completing the 3rd 'Cert' mission, take one of the certs to the Agent listed on the certificate. That Agent will offer a multi part Storyline mission which will introduce another Event Agent.

Data Centers

After completing those missions, turn in Pirate Tags to complete the rest of the Level 1 Data Center Agents. Don't speak to these Agents until ready with the required amount of Tags. Pirate Tags can be found in the wrecks of Pirate NPC's killed at Asteroid Belts, Cosmic Signature and Cosmic Anomaly exploration sites.

Hint: Remember to always get the required amount of Pirate Tags first before talking to Data Center Agents. The easiest way to obtain the required amount of Pirate Tags is to buy them from the various Regional Markets and Public Contracts.

After completing all of the Level 1 Data Center missions, now work the Level 1 Cosmos Agent missions for the same specific Faction. Only speak to one agent at a time when ready and have allowed adequate time to complete the mission.

Warning: Cosmos Agents only accept Faction standing for access and require a higher amount of standing compared to other Agents. All other Agents will accept either Corporation or Faction standing for access.

Remember - Do not fail, quit, decline or let these mission offers expire.

COSMOS (Cosmos Agent Locations & Required Standing)

While working the Cosmos Agents, try to work only 1 Agent at a time if possible. If offered a 1 part mission that doesn't list **Important Storyline** (Yellow Text) in the Mission Journal, decline it. All Event Agent missions will be listed as 'Storyline' even if it doesn't give Faction standing increase. Usually the last part of the multi part mission offers will be the **Important Storyline** (Faction standing increase). The mission offer can stay active in your Mission Journal without accepting it for 7 days. That will allow time to get the mission item first before having to accept the mission offer. Do that whenever possible. (Check Mission Journal after completing the 1st mission to view the next part offered in the mission series.) Don't be afraid or ashamed to ask for help. Some of these missions are really tough.

Amarr Cosmos (Guide)

Caldari Cosmos (Guide) (<http://web.archive.org/web/20160225230203/http://www.scribd.com/doc/16401872/Cosmos-Missions-101>)

Gallente and Minmatar Cosmos (Guide)

(<http://web.archive.org/web/20160225230203/http://web.archive.org/web/20120426163113/http://eve-odessa.com/en/guides/cosmos.html>)

All Factions Cosmos (Guide) (<http://web.archive.org/web/20160225230203/http://www.hb3.info/cosmos/>) (German language)

Hint: Obtaining the various Cosmos mission items can be time consuming. If needed, most items can be bought from Regional Markets and Public Contracts, especially if the Cosmos Agent offers an encounter mission against other Empire Factions.

After completing all of the Level 1 Cosmos missions for that specific Faction, now work all of the above Event Agent missions for that specific Factions Ally.

-Allied Factions-

Amarr and Caldari

Gallente and Minmatar

The See-Saw

By now the player should have completed missions for all of the Level 1 Career Agents, Level 1 Circle Agents, Level 1 Data Center Agents and Level 1 Cosmos Agents for both 'Unfriendly' Empire Factions.

Please note: Remember to always check the standings of the main Empire Factions after completing a set of Agents.

Now go back to the initial Faction originally started with and work the Level 2 Data Center and Level 2 Cosmos Agents. Then do the same with it's allied Faction. After completing the Level 2 Event Agents for both 'Unfriendly' Factions, the player should notice a big difference in the Faction standings. Now continue working with the Level 3 Data Center and Level 3 Cosmos Agents. The player might have to stop half way through one Factions set of Event Agents and 'Bounce' over to another Faction to maintain access. The Faction standings will do a 'See-Saw' while working 'The Plan'. Keep watch on the Faction standings and bounce between the Factions whenever needed until all of the Event Agent missions have been completed.

No Access

While working 'The Plan', the player might get stuck and not be able to access the next Level of Event Agent. If that happens, complete regular missions (16 + Storyline) until the required amount of Corporation or Faction standing is gained to continue working 'The Plan'.

Agent Levels (http://web.archive.org/web/20160225230203/http://wiki.eveonline.com/en/wiki/Agent#Agent_Levels)

Please note: When completing regular missions (16 + Storyline), always decline all encounter missions against any of the main Empire Factions (Amarr, Caldari, Gallente, Minmatar).

To gain more Storyline mission offers, complete courier missions for the highest Level Agent available in the Distribution Division. Courier missions can be easily completed very quickly. The goal here is to get back to working 'The Plan' as soon as possible.

Agent Divisions

(http://web.archive.org/web/20160225230203/http://wiki.eveonline.com/en/wiki/Mission_guide#Types_of_Missions)

Options

Other options available is to complete missions for the Data Center Agent Corporations, Epic Arc starting Agent Corporations or Research & Development Corporations. This will help gain access to those special Agents more quickly.

R&D Corporations

(http://web.archive.org/web/20160225230203/http://wiki.eveonline.com/en/wiki/Research_agent#R.26D_Corporations)

R&D Agents offer courier or trade missions every 24 hours which can be completed within 5 minutes. They give double Research Points along with Agent and Corporation standing increase. After completing 16 missions, a Storyline mission will be offered for Faction standing increase.

Hint: Training Research Project Management

(http://web.archive.org/web/20160225230203/http://wiki.eveonline.com/en/wiki/Research_Project_Management) skill to Level 5 will give access to 6 R&D Agents.

Completing R&D missions every 24 hours for 1 high level R&D Agent in each Empire Faction (Amarr, Ammatar, Caldari, Gallente, Khanid, Minmatar) will give a Storyline mission offer for each Empire Faction every 16 days. With the right planning, this can be used to help balance out and raise Empire Faction standings easily.

Epic Mission Arcs

Epic Arcs can be completed every 3 months for a large Faction standing increase with little to no derived standings towards the other Factions.

The Level 1 Sisters of Eve Epic Arc is available to all regardless of standings. Completing this arc requires travel into all Factions high security systems. Having a Personal Security Status above -2.00 (-1.99 or higher) and all Empire Faction standings above -5.00 (-4.99 or higher) is advised. The Level 1 SoE arc allows the player to choose 1 of the 4 major Empire Factions (Amarr, Caldari, Gallente, Minmatar) at the end. This can be used to help raise and or balance out lop-sided Faction standings.

Lorebook (<http://web.archive.org/web/20160225230203/http://lorebook.eve-inspiracy.com/>) (Lore, Epic Arc and Cosmos Guide)

To access the Level 4 Epic Arc starting Agent, the Corporation or Faction standing needs to be above +5.00 standing (+5.01 or higher). If using the Corporation standing for access, the Faction standing of the starting Agent must be above -2.00 standing (-1.99 or higher).

Only the Epic Arc starting Agents will check standings for access. As soon as the required amount of standing is gained, complete the Epic Arc starting Agent mission. This will insure access to the Epic Arc which can then be completed when needed.

<http://eve-survival.org/wikka.php?wakka=MissionReportsEpicArc>

Pirate Standings

Even though 'The Plan' is intended to repair Empire Faction standings, the same principals still apply for repairing standings with Pirate Factions.

The following Social skills should be trained at least to level 4 starting with the Diplomacy skill. For maximum standing gains, train them all to level 5 as soon as possible.

- 1 Diplomacy
- 2 Social
- 3 Negotiation
- 4 Criminal Connections

After training the Social skills, complete the Level 3 Pirate Epic Arcs. Each Pirate Epic Arc (Angel and Guristas) has 3 different starting Agents (1 Pirate and 2 Empire Agents) to allow easy access. The Level 4 Amarr Epic Arc allows the player to switch sides half way through and complete it for Sansha.

Pirate Epic Arc Starting Agents

(http://web.archive.org/web/20160225230203/http://wiki.eveonline.com/en/wiki/Epic_mission_arcs#Pirate_Epic_Arcs)

Angel Epic Arc (http://web.archive.org/web/20160225230203/http://dl.eve-files.com/media/corp/jowen/Angel_Epic_Arc_guide_by_Jowen_Datloran_v0.9.pdf)

Guristas Epic Arc (http://web.archive.org/web/20160225230203/http://dl.eve-files.com/media/corp/jowen/Guristas_Epic_Arc_guide_by_Jowen_Datloran_v1.0.pdf)

To access the Level 3 Pirate Epic Arc starting Agent, the Corporation or Faction needs to be above +3.00 standing (+3.01 or higher). If using the Corporation standing for access, the Faction of the starting Agent must be above -2.00 standing (-1.99 or higher).

Along with the Level 3 Pirate Epic Arcs, there are also Angel and Guristas Cosmos Agent missions available for Faction standing increase.

Carebear COSMOS Extreme (http://web.archive.org/web/20160225230203/http://dl.eve-files.com/media/0911/Carebear_COSMOS_Extreme_v1.2.pdf) (Pirate Cosmos Guide)

Completing these missions will incur both positive and negative derived standings towards the other Factions.

However, these missions will also allow access to high level Angel and Guristas Pirate Agents. Completing regular missions (16 + Storyline) for these Pirate Agents will quickly allow access to Allied Pirate Factions through derived standings.

Please note: When working regular missions (16 + Storyline), always remember to decline all encounter missions against Pirate Factions.

-Allied Pirate Factions-

Angel and Serpents

Guristas, Sansha and Blood Raiders

To have positive standings with all Pirate Factions, train up the Social skills listed and complete both Level 3 Pirate Epic Arcs. Then work both Angel and Guristas Level 1 Cosmos Agents at the same time, then work the Level 2 Agents, etc. Keep watch on the Pirate Faction standings and bounce to the other Pirate Faction when needed to maintain access. Repeat the Pirate Epic Arcs every 3 months to gain a large Faction standing increase.

Staying Safe

Sometimes entering or traveling through Low Security Systems (0.4 to 0.1) and Null Security Systems (0.0) is unavoidable. Try to plot alternate routes to bypass active systems. The use of a Cloaking module and the information contained in these links will also help improve safety.

Hint: Always check Star Map statistics (Active ships, Ship kills, Pod kills, etc) before traveling into Low and Null Security systems.

Traveling in Low Security (http://web.archive.org/web/20160225230203/http://www.eve-wiki.net/index.php?title=Traveling_in_Low_Security) (Old guide with some good tips)
Rookie Lowsec Survival Guide
Safe spot
Directional Scanner guide
Logging out
Mobile warp disruptor
Gatecamp

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