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EVE Forums » EVE Gameplay Center » Missions & Complexes » Faction standing formula (datacenters and storyline)

Missions & Complexes

FORUM INDEX

Topic is locked indefinitely.

Faction standing formula (datacenters and storyline)

Author	
<div></div> <div>Styth spiting Brutor Tribe Minmatar Republic Likes received: 420</div>	<div>#1 - 2012-10-25 21:06:31 UTC</div> <div>I have been working on increasing my faction standings for several alts and have for a while now tried to figure out what the formula is for faction standing increases, and what the final faction standing would be for a character after completing the datacenter hand-ins would be.</div> <div>To start the wiki suggests that doing storyline / datacenter missions will increase your standings for factions that have a positive standings (so increasing Amarr has a positive standing increase for Caldari), if this is the case is the same formula that is used for faction standing increases? Or is there a different formula (less standing increase towards Caldari for a Amarr datacenter handing)? Basically I want to confirm if doing datacenter hand-ins for Caldari would have a positive affect Amarr.</div> <div>Now as for the formula that is used from what I understand from the <a href="#">wiki</a> is that the standing increases are based off your derived standing for the faction, and skills are not used when an increase is calculated.</div> <div>I'm assuming this is the formula that is used for faction standing increases, can anyone confirm that this is the correct formula?</div> <div><math display="block">((10 - (X)) * (Y)) + (s)</math></div> <div>X = Standing Y = Increase percentage in decimal form</div> <div>So in theory doing the following datacenter missions should have the end result (using 3.0 faction standing):</div> <div>0.82% = 3.0574 1.0% = 3.126 0.82% = 3.183 1.0% = 3.215 1.5% = 3.316 3.0% = 3.517 1.65% = 3.624</div> <div>Final standings: 3.624.</div> <div>And after doing the full 27 datacenter missions the final <a href="#">derived</a> standings should be 7.515 (not going to post the blob of 20 other missions here).</div> <div>Can anyone confirm that this data is correct and or if I am using the correct formula?</div>
<div></div> <div>Salpad Carebears with Attitude Likes received: 553</div>	<div>#2 - 2012-10-29 00:42:37 UTC</div> <div>Nobody can help with this?</div>
	<div>#3 - 2012-10-31 20:33:32 UTC   Edited by: Styth spiting</div> <div>I figured I'd let you know about this Salpad, and I guess anyone else who may need to know later on.</div> <div>The formula I posted above is correct as far as I could tell, but the percent values posted in the wiki are wrong, and with only about 1/2 being towards the actual main faction (about 1/2 are Amarr, the other 1/2 are Ammatar Mandate) the</div>



Styth spiting  
Brutor Tribe  
Minmatar Republic  
Likes received: 420

overall standing increase was from about 3.2 Amarr standing to 5.97. Ironically my Ammatarr Mandate standing is now 6.12.

The increases towards "friendly" is different then the formula posted above.

For example:

Ammatarr mission: 1.0379%. Amarr derived: .3615%. Caldari derived: .2289%

Amarr mission: 1.875%. Ammatarr derived: 1.3379%. Caldari derived: 1.0032%

So you can see the derived standing increases to "friendly" factions is all over the place. I'm not even going to speculate what the formula is or what values would be needed to know.

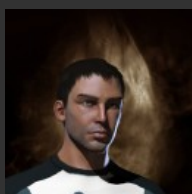
So overall the standing increases doing all the Ammatarr and Amarr missions (27 total) were roughly the following (ignoring skills):

Amarr Empire 2.50 => 5.20

Ammatarr Mandate 1.00 => 5.39 (roughly)

Caldari State .96 => 3.15 (roughly)

It would seem then that doing the Caldari datacenter handings would increase your Amarr standing at least 1.0 to 2.15 roughly.



Fango Mango  
University of Caille  
Gallente Federation  
Likes received: 141

#4 - 2012-11-01 15:33:58 UTC

1

“ Styth spiting wrote:

I have been working on increasing my faction standings for several alts and have for a while now tried to figure out what the formula is for faction standing increases, and what the final faction standing would be for a character after completing the datacenter hand-ins would be.

To start the wiki suggests that doing storyline / datacenter missions will increase your standings for factions that have a positive standings (so increasing Amarr has a positive standing increase for Caldari), if this is the case is the same formula that is used for faction standing increases? Or is there a different formula (less standing increase towards Caldari for a Amarr datacenter handing)? Basically I want to confirm if doing datacenter hand-ins for Caldari would have a positive affect Amarr.

Now as for the formula that is used from what I understand from the [wiki](#) is that the standing increases are based off your derived standing for the faction, and skills are not used when an increase is calculated.

I'm assuming this is the formula that is used for faction standing increases, can anyone confirm that this is the correct formula?

$$((10 - (X)) * (Y)) + (s)$$

X = Standing

Y = Increase percentage in decimal form

So in theory doing the following datacenter missions should have the end result (using 3.0 faction standing):

$$0.82\% = 3.0574$$

$$1.0\% = 3.126$$

$$0.82\% = 3.183$$

$$1.0\% = 3.215$$

$$1.5\% = 3.316$$

$$3.0\% = 3.517$$

$$1.65\% = 3.624$$

Final standings: 3.624.

And after doing the full 27 datacenter missions the final derived standings should be 7.515 (not going to post the blob of 20 other missions here).

Can anyone confirm that this data is correct and or if I am using the correct formula?

”

Ok, I'll bite.

If you want to correctly apply standings for storylines you need to also understand derived relations.

Here is a handy Link for faction derived relations

[http://www.newedenlibrary.net/eon/faction\\_standings.shtml](http://www.newedenlibrary.net/eon/faction_standings.shtml)

May a simple example is the easiest way to show this.

Initial Conditions

Caldari Standing : 2.00

Amarr Standing : 1.50

Lets suppose you run a Caldari Storyline mission with base gain 6% and you have social of 4.

The caldri Standing is easy to calculate

Your Social Skill of 4 increase the Percentage gain from 6 to 7.2%

New Caldari Standing =  $2.00 + (10 - 2.00) * (0.072) = 2.576$

Now for Amarr - Get the Amarr Derived Interfaction Standing from Caldari -

In this case it is 5.0

This number means two things

- 1) Faction Standing gain from a Caldari Storyline will get multiplied by .5 when applied to Amarr
- 2) A caldari storyline will NEVER INCREASE AMARR Standing over 5.0

So run the math

New Amarr Standing =  $1.50 + (10 - 1.5) * (.072) * (.5) = 1.806$

What does this mean . . .

Interestingly enough Caldari Have high Derived relations to Amarr(7), but Amarr have relatively low derived standing to Caldari(5)

So, the order that you run COSMOS missions matters.

I have spreadsheets that break out what effect doing them in what order will have on your final standings, but you'll have to ask nice for those.

-FM



Fango Mango  
University of Caille  
Gallente Federation  
Likes received: 141

#5 - 2012-11-01 15:39:53 UTC

1

One other point of Note  
Displayed Standing Change

Take the example above.

In your standing log -

Your Caldari Standing Increase 7.2% and your journal would say "Mission Name" 7.2%

Your Amarr Standing Increased 3.6% but your journal would say "Derived Modification 3.06%"

Whyis that. Because your numerical Increase was .306 and on derived modifications it shows your "absolute percentage increase" not your "distance from 10 percentage increase"

Not sure why that is, but that is how CCP chose to implement it



Arrs Grazznic  
Poena Executive  
Solutions  
Likes received: 138

#6 - 2012-11-02 14:56:44 UTC

“ Fango Mango wrote:

If you want to correctly apply standings for storylines you need to also understand dervied relations.

Here is a handy Link for faction derived relations

[http://www.newedenlibrary.net/eon/faction\\_standings.shtml](http://www.newedenlibrary.net/eon/faction_standings.shtml)

[snip]

”

Pretty much all this.

Many years ago I discovered the derived standings formula (and built the chart linked above) for the EON Mission Running Insiders Guide. Since then there have been some changes in-game so the chart is not 100% accurate, but the basic principles remain unchanged.

