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All Channels
Missions & Complexes
Missions Standing Rewards

This thread is older than 90 days and has been locked due to inactivity.

Author	Topic

Sophye
Theology Council

Posted - 2004.06.10 10:12:00 - [1]

Now that we can see the standing rewards with agents, corporations and factions, I did a bit of research to breakdown the gains.
I tried to catch as many dependencies as I could, but I mostly did missions with only one character and 'courier-type' agents, so I might have missed some.

Normal missions:
First thing to notice is that the same mission always gives the same standing increase to the agent, whatever the level or quality of the agent.
This increase to the agent's standing is modified by the social skill.
So, here is the first formula:

Agent Standing Increase = Base Mission Increase * (1 + 0.05 * Social Skill);

And some values for a couple of missions:
A Case of Kidnapping (Kill) 0.76
Cargo run Biohazard (Courier) 0.48
Shopping spree (Courier) 1.12
Spirited away (Courier) 0.52
Cargo run ammo (Courier) 0.36
Stop the Thief! (Kill) 0.88

Now, the corporation standing increase.
For that, I use the following parameter:
Agent Efficiency = 0.01 * (8 * Agent Level + 0.1 * Agent Quality - 4);

The formula for the corporation standing increase is then:
Corporation Standing Increase = Agent Standing Increase * Agent Efficiency / Corporation Modifier;

And some values for the corporation modifier:
Carthum Conglomerate 0.8

Theology Council 0.7
Amarr Constructions 0.7
Ministry of War 0.6
Ducia Foundry 0.5
Kador Family 0.5

Important missions:
Faction Standing Increase = 6 * (1 + 0.05 * Social Skill) * Agent Efficiency;
Corporation Standing Increase = 2 * Faction Standing Increase / Corporation Modifier;

Standing:
All these standing increases are applied to raise your standing in this way:
New Standing = Current Standing + (10 - Current Standing) * Standing Increase * 0.01;

So, ... if all the above is correct,
- doing 3 cargo run ammo gives less standing reward than doing 1 shopping spree ...
- if you want to climb fast (and reach lvl 3 agents faster), choose a corp with a low modifier (but these corps might give less interesting bonus rewards, eg Antibiotics for Kador Family and Tormentor frigate for Carthum Conglomerate)
- Kill missions and Courier missions have very similar standing rewards
- More Social skill is good ... duh!
- Current standings with the Faction/Corporation/Agent don't seem to affect these increases.

Posted - 2004.06.10 14:30:00 - [2]

Leeno

This is very interesting. Good work! I have tried to find out the standing increase formula myself but didnt succeed.

Could you explain the Agent Efficiency formula for us a little closer? What those values in the formula, what do they represent?

Posted - 2004.06.11 00:10:00 - [3]

Sophye
Theology Council

Your guess is as good as mine.
These are just values that fit the data I have.
Maybe they have no other meaning than giving a 'proper' range of variation between agent level and quality and standing increase.
Or maybe these values depend on skills, or other parameters that I couldn't identify.

Posted - 2004.06.11 00:18:00 - [4]

AbraKadaver
Minmatar
ABRACO

Interesting reading 😎

Posted - 2004.06.12 08:45:00 - [5]

Liona D'aramange
Gallente
Doomheim

umm, ive done over 40 missions for the roden shipyard, and my corp standing is .76 so far. my agent is a lvl1 with 19 as quality. does these figs sound right? do i have to do 100+ missions to get a lvl2?

my social skill is at lvl3, negotiation lvl3 and connections are at lvl2.

Posted - 2004.06.12 22:09:00 - [6]

get an lvl 2 agent :) or soe
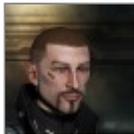
LOSNISSAN
Caldari
Deep Core Mining Inc.

Liona D'aramange
Gallente
Doomheim

Posted - 2004.06.13 16:03:00 - [7]

> **Originally by:** *LOSNISSAN*
>
> get an lvl 2 agent :) or soe

i discovered that i had access to lvl2 even though my standing is as it is... and yes, its like night and day :)

lets see what the next question will be... implants, bp's, general whine? ;)

Leeno

Posted - 2004.06.13 17:17:00 - [8]

I have just opened my old Excel sheets containing my records of agent mission standing increases. I then applied your formulae to my records to verify them.

The result was that your formulae are absolutely correct! I must say VERY GOOD JOB on discovering how a piece of the system works.

I thought i might use my own records to put up a list of mission types and the according **base mission increases** so one can see which are the mission types that really pay out (standing wise).

In alphabetical order:

A Friend In Need Of Minerals : 0,64
Ally Commodity Supply : 0,6
Ally equipment supply : 0,52
Ally in need - Minerals : 0,64
Ammo Supply Run : 1
Ammo Transportation : 1,16
An ally in need - Food : 0,72
An ally in need - General : 0,64
An ally in need - Military Equipment : 0,52
Blunder in the sales department : 0,76
Bring back much needed minerals : 0,48
Corporate commodity supply : 0,6
Corporate commodity supply - General : 0,36
Courier Job : 0,48
Delivery of hydrogen batteries : 0,52
False Accusations : 0,8
Foundation stone needed : 0,84

Get supplies for local security forces : 1,04
Get the military some supplies : 0,96
In Demand : 0,92
Large Cargo Transport : 0,64
Large food delivery : 0,72
Locals in need : 1
Long Haul : 0,92
Naming ceremony gone awry : 0,76
Out of Ammo : 1,04
Redistribution : 0,64
Reports for the CEO : 0,84
Reports must be savely delivered : 0,56
Retirement party : 1,12
Shipment for an ally : 1,12
Shopping Spree : 1,12
Show no mercy : 0,4
Spacelane Bonanza! : 0,96
Spirited Away : 0,52
Standard Food Delivery : 1,08
Standard Garbage Delivery : 0,76
Supply run : 0,64
Tiny little favor for a friend : 0,52
Transfer Commodity Mission : 0,6
Transportation service : 0,56
Vagabond Deportation : 0,52
Weapon Run : 0,52

Also, about the **corporation modifier**. It seems that you can derive this modifier from the corporation info window:

Medium: 0,5
Large: 0,6 or 0,7 (have to find out which is being used)
Huge: 0,8

Liona D'aramange
Gallente
Doomheim

Posted - 2004.06.14 16:57:00 - [9]

umm... when do i get those increases? im used to 0.03 or less :P

and sorry for beeing such a noob here :)

Sophye
Theology Council

Posted - 2004.06.14 21:40:00 - [10]

Let's take an example,
you have social 3, and work for a level 1, quality 19 agent of Roden Shipyards (0.5 corporation modifier).
you do a mission, "Disgruntled ex-employee strikes back" (0.28 base increase)

this gives you:
agent increase: 0.28 * (1 + 0.05 * 3) = .322 %
agent efficiency: 0.01 * (8 * 1 + 19 * .1 - 4) = 0.059
corporation increase: 0.322 * 0.059 / 0.5 = 0.037996 %

which is one of the lowest you could get.

A shopping spree mission (1.12 base) would yield 0.151984%.
If that doesn't match what you see, I'd be interested if you could evemail me the data.

Posted - 2004.06.14 23:30:00 - [11]

Hmm Very interesting... Nice work 😃

Barth3zzzNL
Gallente
Coreli Corporation

Sorien Mindblade
Minmatar
Brutor Tribe

Posted - 2004.06.26 06:38:00 - [12]

Edited by: Sorien Mindblade on 26/06/2004 06:52:24
Edited by: Sorien Mindblade on 26/06/2004 06:50:08

> 💬 **Originally by:** *Leeno*
>
> ---
>
> Also, about the **corporation modifier**. It seems that you can derive this modifier from the corporation info window:
>
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>
> ---

In the Minmater Republic, the Republic University is TINY. It actually only has agents from the Advisory division, as that's all that it has. Is there a way to calculate the mod for that?

Actually,

Tiny:
Republic University
Republic Military School
Pator Tech School

Small:
Eifyr & Co
The Leisure Group

Medium:
Vherokior Tribe
Urban Management
Six Kin Development
Sebiestor Tribe
Native Freshfood

Krusual Tribe
Brutor Tribe
Boundless Creation

Large:
Republic Security Services
Republic Parliament
Republic Justice Department

Huge:
Republic Fleet
Minmatar Mining Corporation
Freedom Extension
Core Complexion Inc.

Don't whine if I missed some or they're not in alphabetical order, they are. In reverse. If anyone can associate the aforementioned values with the sizes of corp I'd be interested to read the results. Also, I noticed that there is another difference. Extent. Extent is regional for some, and national for others. This may play a role, I'm not sure.

[I missed Republic Fleet, added it in]

Posted - 2004.06.26 07:35:00 - [13]

Sorien Mindblade
Minmatar
Brutor Tribe

I just did a mission for Republic Military School. (Which is Tiny)

It was a Courier - Corporate Documents mission. Base mod calculated to about 0.57

Overall calc revealed approx 0.348 as a modifier for being Tiny. (Smaller for this number is better because it is in the denominator)

Posted - 2004.08.02 19:52:00 - [14]

Tarponos

Edited by: Tarponos on 02/08/2004 19:54:50
I am pretty new here but how does this help? Doesn't the agent randomly generate these missions and give you a penalty if you refuse it? Does refusing the lower sstanding missions in favor of cherry picking the better ones still pay off in the long run?

And is there a way I can look at the threads I have posted in to see the response?

Posted - 2004.08.03 07:29:00 - [15]

MOOstradamus

/me confirms the equations and also says thanks ❌ Please visit your user settings to re-enable images.

Posted - 2004.08.03 10:03:00 - [16]

Illia Pol
Minmatar
Brutor Tribe

Very nice job! Thanks!

Posted - 2004.08.05 16:57:00 - [17]

Edited by: Kropotkin on 05/08/2004 19:00:00
Agent Efficiency = 0.01 * (8 * Agent Level + 0.1 * Agent Quality - 4);

So if the Agent Quality is negative, missions for that Agent make me *lose* standing?? 😟

[added later after seeing my botch]
Not so! Even when the Agent Quality is -20, the Agent Level is always at least 1, so the Agent Efficiency is at least 0.01*(8-2-4) = 0.02.

Kropotkin
Gallente
*Center for
Advanced Studies*

Posted - 2004.08.05 17:24:00 - [18]

X'Alor

> **Originally by:** *Liona D'aramange*
>
> umm... when do i get those increases? im used to 0.03 or less :P
>
> and sorry for beeing such a noob here :)

that is the standing increase itself.

Bring up your character sheet/standings tab.

right click on the agent your currently running mission and select the "show transactions"

it shows a percent value for the missions that you complete or fail

Great number crunching but one question............

could you figure out the fail equations?

corp mate failed an "important" ....he shoulda petitioned but didn't. he lost 2.21 from his gallente standing for it. talk about ouch

Posted - 2004.08.05 19:25:00 - [19]

This thread deserves a sticky.

nice work

Bedrock
V0LTA
VOLTA Corp

Posted - 2004.08.23 00:07:00 - [20]

Great work.

I'm curious, though -- is there a modifier for if you're running multiple missions for different agents? There does seem to be... I've noticed that my rewards and standing gains go down when I use the station that I found that has 4 level 2 Lai Dai agents. ;)

Calvin Kazek
Caldari
*Deep Core Mining
Inc.*

Quilamir

Posted - 2004.08.23 14:31:00 - [21]

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first of looks great :)

a small question though, from time to time i recieve as i ma sure all of you do an "important" mission are these just missions with high modifiers or do they calculate diferently?

i did notice they increase faction a great deal more than the non important missions (not to mention they decrease your faction to the "enemy" faction if one exists)

Posted - 2004.11.19 02:15:00 - [22]

Edited by: MinorFreak on 19/11/2004 03:27:42
okay, here's the definitive answer:

MinorFreak
Amarr
Ordo Ministorum

i took a social4 character fresh off the shelf and did a number of missions for a ZERO quality level 1 agent (i had no connection nor negotiation rank). i chose (from random) the hydrogen courier mission as my test.

mission value for declined -0.416%; for offer expiration -0.208%; for completion was 0.624%; for failure (telling the agent to stuff it) -0.468%

> pretty sure failure through expiration of time gives the same penalty as telling the agent to stick it.

Anyways, your character's social skill affects the value in a positive way - pretty sure (will test to confirm) - That's what i found out. okay, so a level0 social character declining the same mission gets -0.520%

I'm curious as to what types of agents in what types of divisions in what types of corporations in what types of factions give the best mission standing base increase selections...that's long term and prolly won't be complete till waaaaaaaaay after shiva/exodus patch comes out next week

> *actually, that's probably off-topic and belongs,* here

QUESTION: Does that equation mean Base Agent Quality or 'Effective Agent Quality'??

Posted - 2004.11.22 17:06:00 - [23]

For declining a (normal) mission beforehand, the following formula for agent standing applies:
Agent Standing Increase = Base Mission Increase * (-1 + 0.05 * Social Skill);
The formula for corp standing remains the same, as it uses the Agent standing as one of it's parameters.

Neighbour

For failing a mission within the set time-limit, the following happens :
Agent Standing Increase = 1.5 * Base Mission Increase * (-1 + 0.05 * Social Skill);

For telling an agent to stuff his/her mission, his/her standing changes like so:

Agent Standing Increase = 1.125 * Base Mission Increase * (-1 + 0.05 * Social Skill);

Note that I haven't failed/declined/aborted that many missions, so I can't guarantee these are 100% accurate, but they seem ok to me :)

Posted - 2005.02.14 22:32:00 - [24]

Terror DeBiaN
Lucid Space Discoveries
Anarchy.

Edited by: Terror DeBiaN on 14/02/2005 22:33:01
Here is a good document on personal standing increase formulas:

http://pilkington.parallax-rising.net/downloads/Factions.pdf

Does anyone have any information on Corporation Standing formulas? I am having a rough time trying to determine the best way to get my Corp Standing up with a certain corporation. There are several of us doing missions for them, but the Corp Standing is changing VERY little.

Terror

EVE Information Center ⌄

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