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Standings

Social to 3

If you have not trained social to at least 3, I'd recommend you do it now.

It is rank 1, so it is like 8 mins + 45 mins + 4 hours. It will give you a 15% extra boost to standings.

Social 4 is under a day, and gives another 5% additional increase.

That said, if you increase was going to be 3%, it doesn't suddenly become 23% with social 4.

Let's say your standing is currently 2.1, you would have gotten a 3% increase, but you have social to 4, so 20% bonus.

$10 - 2.1 = 7.9$
 $7.9 * .03 = .237$ (what your increase would have been without social 4)
 $0.237 * 1.2 = 0.2844$ (The increase with social 4.)

The math works the same if you'd rather multiply the 3% by 1.2 and get a 3.6% increase. Oh, that silly axiom Commutative Property of Multiplication.

Repeat the tutorials

Each of the 4 races has 3 schools per. You can run the career tutorials once per school. Therefore, you can run the tutorials up to 12 times.

However, when you run them for a race, you increase your standings with that race and their ally, but decrease your standings with their enemies. Therefore, if you are running them for faction standing, you can really only run them 6 times.

The alliances are nicely alphabetical. Amarr and Caldari vs. Gallente and Minmatar.

Running the 5 career tutorials 6 times I got my faction standing above 3, which is enough to run level 3 agents.

Yes, running the same 40 missions, 6 times is a grind.

If it is too much of a grind for you, then you will know that mission running is not for you.

PvE is not particularly robust in EVE. You will likely find yourself running the same 10-15 missions over and over.

PvE is for profit, not for variety.

The tutorials pay as well as L3s, but are easier than L1. I was able to run the set of 40 missions in about 3 hours, and made about 5 million ISK.

So Where are they?

The career tutorials are available in:

Amarr Empire

Conoban System – Hedion University

Deepari System – Imperial Academy

Pasha System – Royal Amarr Institute

Caldari State

Akiainavas System – School of Applied Knowledge

Jouvulen System – Science and Trade Institute

Uitra System – State War Academy

Gallente Federation

Clellinon System – Center for Advanced Studies

Couster System – Federal Navy Academy

Trossere System – University of Caille

Minmatar Republic

Embod System – Pator Tech School

Hadaugago System – Republic Military School

Malukker System – Republic University

Okay, you've run the tutorials about 6 times. Now What?

Sisters of Eve Epic Arc

A very long set of missions that is intended to get you to travel around the universe, seeing all areas of space.

Toward the end of the arc, you are presented with the opportunity to work with a specific faction. You will then get a big boost in faction standing toward that faction.

These missions are roughly equivalent to level 1 missions in difficulty, and can be done in a destroyer. Like the tutorials, they pay a lot better than regular level 1 missions. Again, travel light. You are going to be going all over the universe. If you can't carry it with you, sell it or reprocess and sell the minerals, before you leave the system.

All the SoE Missions (<https://evenewplayer.wordpress.com/total-newbs-guide-to-eve-online/now-what/sisters-of-eve-epic-arc/>)

Had you done 6 tutorials and the SoE arc, you should now be well above 3 faction standings. That is good enough to start at level 3 missions. It will likely take you weeks to skill up into a battle cruiser to run those fairly well.

But let's say you think you've skilled up enough to try to run level 4 missions... do you have to grind L3s to get to L4s? No.

Connections

You've been getting some corp and faction standing. You can further boost it by learning the connections skill. 4% modifier when dealing with friendly agents.

So, get that to level 3, and it is an extra 12% increase.

If your faction standings is 3.6 or so, then training this skill to 3:
 $10 - 3.6 = 6.4$
 $6.4 * 0.12 = .77$
 $3.6 + 0.77 = 4.37$

Getting close to 5, that we need to run L4s but not there yet.

Important: The adjusted number is just for which agents will work with you. future increases will be based on the base, not adjusted. Adjusted does not effect standing for refining/reprocessing "we take" or ability to place a tower in high sec. Those are of more interest for industrial players.

Data Centers

Data Centers are agents in space that will give a carrier mission and exchange pirate tags for faction standings increase.

Like the career tutorial agents, these agents will only give you missions one time.

Each agent takes one type of tag.

The amount of standings increase is not directly linked to the level of the agent. For example, it seems some L4 agents give smaller increases than some L1 agents.

There does seem to be at least an indirect link between the price of the tags and the amount of increase. Not sure if the standings adjust to the prices or the prices to the standings as people won't pay top dollar for tags with small increases.

It appears to me the standings adjust to the prices because...

Here is a good link to data center locations, what they will want, and how much of a standings increase you may get.

If the standings do adjust to market price of the tags, I am not sure how often or accurate eth blog is.

(https://wiki.eveonline.com/en/wiki/Data_Centers)

... I turned in a mission with fairly inexpensive tags (a bit under 3 million ISK for the 20 tags), and got a 1.009% increase though the guide said to expect a 1.5% increase.

Get your tags, go to the system. In overview you will see the datacenter. Warp to it. You should see lots of +s in space, right click one and select "add agents in space to overview". Select the one you want, approach, talk to them.

3.59 to 3.66

$10 - 3.59 = 6.41$
 $6.41 * .01009 = .065$

COSMOS missions

Each race has a set of COSMOS missions. These are missions that are specifically designed to get your faction standing up.

There are other guides, that I will not duplicate here.

By doing these things, I was easily able to bet my adjusted standing over 5, to work with L4 agents, in a couple days. Long before I could get in a battleship to run the missions well.

I was able to get my faction standing over 7 to place a tower, a couple days after being able to run the L3 missions in a BC.

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