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Eve Online Guide

If you want to make over 200 million ISK per hour, increase your winning odds in PvP encounters, and come up with the best ship fitting strategy, then [this set of EVE guides](#)

(<http://web.archive.org/web/20130310042624/http://a02d9kshv1w4lnxgydhowzul3e.hop.clickbank.net/?tid=EVEWIKI>) . should not be missed out on. The comprehensive coverage of EVE Online makes the guides essential for staying one step ahead of other players.

Standings

From EVEWiki

Standings refer to how a given individual/corporation/faction is viewed by other individuals/corporations/factions.

In practice, what matters are the following standings:

- from NPC corporations and NPC factions to player corporations and player characters
- from player corporations to other player corporations and player characters
- from player alliances to player corporations

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Standing Uses

- corporation standing (or faction standing, which overrides it if positive) is required for the character to be able to access certain agents (see Agents#Access_to_Agents and Occupations:The Mission-Runner for details)
- faction or alliance standing of 8.0+ or higher towards a given corporation or character is required for jump clone installation (see Jump Clones guide for details);
- a 6.67 standing is needed to reduce the corporation refining tax of the corporation that owns a station in which you refine ore, modules and other things into minerals to 0.0%;
- when using public contracts, your standings toward the corporation owning the station reduces the broker's fee;
- player to player standing is used extensively in 0.0 space to denote 'friend or foe' between alliances. Friendly ('blue') guarantees you safe passage and often access to stations; enemy ('red') means you will be shot at, neutral varies depending on alliance rules (see also PvP)

Standing Changes

Standing changes when:

- for npc corporations, when you complete a mission for them (positive); failure to complete - or rejection of more than one mission from the same agent in under 4h (negative), or destroy a ship the own (negative)
- for npc factions, when you complete a storyline mission (positive); failure to complete - negative, destruction of their ship (negative)
- for player factions, is set by the players in control of a given corporation or alliance

Fleet Standing Changes

- If a number of players are in a fleet, they all receive their share of standing changes when a mission is completed and handed in. It isn't necessary to be in the same system to benefit from this feature.
- This is particularly handy for teaming up with alts (for example mining/trading alts who need a 6.7 standing with a NPC corporation to reduce the station refining tax to zero or 8.0 to be able to make jump clones) and/or boosting standings for people who want to skip low level missions or low quality agents.
- When doing storyline missions, only the mission taker gets the standings increase, not the fleet members.
- When killing other faction's ships, the fleet members in other systems won't get a faction penalty.
- Members in other systems get their share of the mission ISK and LP rewards but don't get any pirate killing bonus rewards.

Standing Change Math

- the equation for a standings increase is roughly as follows:

10-(10-[Current_Standings])x(1-[%modification]/100)

- the equation for a standings decrease is as follows:

(10+[Current_Standings])x(1-[%modification]/100)-10

- standing changes can be monitored through the "Standings transactions" window which can be accessed by right clicking on YOUR own standings and selecting show compositions. The values are shown in percents which correspond to the [%modification] above
- the above equations indicate that increases or decreases are a percent of the differences from the maximum positive standing (10) or minimum positive standing (-10).
- as an example, suppose Person A has a standing of 1 and Person B has a standing 3 and they both receive a 1% standing increase transaction. Person A has a difference from maximum standing of 9 and Person B has a difference of maximum standing of 7. This difference will decrease by 1% to 8.91 for Person A and 6.93 for Person B. Effectively, Person A will get an increase of 0.09 while Person B will receive an increase of 0.07.
- these dynamics are consistent with the diminishing returns model that EVE tends to employ. The higher your standings the less of an increase you will receive for the same effort.
- for calculating %modification, simply turn the equation around:
 - %modification = (1 - (10 - new standing) / (10 - old standing)) * 100

http://www.eve-online.com/guide/en/g610.asp

Low Standing Consequences

If your faction standing drops below -5.0, you will be fired upon in empire space by ships of that faction.

Hints

- If you want to have high standing towards all empire factions, never accept missions that require you to shoot ships of other empire faction, and in PvP avoid engaging players who belong to an npc empire corporation.

- Completing a storyline mission increases your standing towards the faction that the corporation issuing the mission belong to you by X; increases the standing to that faction allies by approximatly 0.5 X; decreases the standing to that faction primary enemy by 0.5X and to that faction allies by 0.1X. As a rule of thumb, if you do 4 storyline missions to four main empire factions - one for Minmatar, one for Amarr, one for Gallente and one for Caldari, you will be about 0.5X ahead then when you started to them and to varying extend, ahead to all non-pirate factions. Hence you may want to alternate doing missions for various factions, to avoid standings to one or more dropping to a level where you are unable to access good agents (or worse, being shot at).
- Note that there are *no* Storyline agents for The Interbus faction.
- Skills affecting *effective* standing to npc corporations: connections, diplomacy, criminal connections
- The social skill raises the standing modification percent
- If your alliance standing is negative (need to confirm) you will be denied the right to dock at that alliance station, and if docked, you will be denied the use of onboard facilities.

Standing Relationships

- Due to the tense relationships among empires, repeatedly performing missions for any one faction (not necessarily their corporations though) will lose favour with their adversaries, for example if a player works consistently for the Amarr, they will lose favour with the Minmatar and Gallente- likewise, if the player works for the Gallente, expect the eventual wrath of the Caldari.
- You only increase faction standings by doing storyline missions, that are offered in between every 16 missions you do for one of its corporations. Not doing these and refusing missions that involve destroying other faction's ships (which will decrease standings) will keep you at least neutral towards all factions.
- As said before, if your faction standing drops below -5.0, you will be fired upon in empire space by ships of that faction. This not only limits your ability to travel around empire space but if for example your player corporation is in a wormhole and the entrances location changes a few times to systems in hositle space your character's ships and equipment may effectively be locked up in that WH for weeks. Note that you still can travel in your pod in hostile space as NPCs do not podkill.
- It is often considered good to take missions equally from each empire in order to maintain standing with all factions, so that the player is not attacked whilst in a certain faction's territory. With the advent of Faction Warfare and the importance of navy tags for LP store offers this is becoming less common. Through one can still opt to do courier and pirate missions and buy the necessary tags (insignia) to get the rewards.
- Notice there's a relation between standings with a faction and standing with its Corporations. If you have high standings with for example the Amarr Empire you automatically have that standing with its corporations.
- The reverse isn't the case though. You can have a 9.9 standing with for example the Caldari Navy while having a negative standing with the Caldari Nation.

In-Game Inter-Faction Relationships

	Amarr Empire	Ammatar Mandate	Angel Cartel	Caldari State	CONCORD Assembly	Gallente Federation	Guristas Pirates	Jove Empire	Khanid Kingdom	Minmatar Republic	Mordu's Legion Command	ORE	Sansha's Nation	Serpentis	The Blood Raider Covenant	The InterBus	The Servant Sisters of EVE	The Society	The Syndicate	Thukker Tribe	Faction Size
Amarr Empire	10.00	9.00		5.00	3.00	-2.00	-7.00	-0.50	0.50	-5.00	5.00	-1.25	-8.00		-8.00	0.25	-1.00	-0.25	-2.00	-5.00	5
Ammatar Mandate	9.00	10.00	-2.00	6.00	3.00	-3.00	-6.00	-0.50	0.50	-6.00	4.00	-1.00	-7.00		-9.00	0.75	-0.50	-0.25	-3.00	-7.00	4
Angel Cartel		-2.50	10.00		-1.00	-7.00	-2.00		-0.25	-8.00		-9.00	-2.00	8.00	-4.00		-2.00	-0.75	4.00		4
Caldari State	7.00	4.00		10.00	3.00	-5.00	-9.00	1.75	4.50	-2.00	9.00	-2.00	-7.00		-7.00	1.50	-0.25	1.00	-2.00	-2.00	5
CONCORD Assembly			-1.00		10.00		-2.00						-3.00	-1.00	-2.00						5
Gallente Federation	-2.00	-2.00	-8.00	-5.00	3.00	10.00		-0.25	-1.00	8.00	-2.00	2.00		-9.00		3.00	8.00	1.50	-2.50	-1.00	5
Guristas Pirates	-7.00	-0.75	-3.00		-2.00		10.00		-2.00		-8.00		7.00	-3.00	4.00			-1.00	-1.00	-2.00	4
Jove Empire	-0.50	-0.50		1.75		-0.25		10.00	-1.00	2.50	0.75	1.00				1.25	2.00	9.00	-1.00	0.25	5
Khanid	6.00	0.50		6.00	3.00	-2.00	-3.00	-1.00	10.00	-4.00	6.00	-2.00	-6.00		-7.00	0.75	-0.25	0.25	-1.00	-3.00	4

Kingdom																					
Minmatar Republic	-5.00	-3.00	-9.00	-2.00	3.00	8.00		2.50	-5.00	10.00	-4.00	4.00		-7.00		1.25	2.50	2.00	-1.00	4.00	5
Mordu's Legion Command	5.00	0.25	-0.75	9.00	3.00	-3.00	-7.00	0.75	1.00	-2.00	10.00		-4.00			1.50		1.50	-6.00	-1.00	3
ORE	-3.00	-1.00	-3.00	-2.00	3.00	5.00		1.00	-3.75	4.00		10.00		-6.00		0.50	0.25	-1.50	-1.00	-1.00	3
Sansha's Nation	-7.00	-5.00	-2.00	-7.00	-3.00		3.00		-5.00		-5.00		10.00	-2.00	5.00			-1.75	-1.00	-3.00	4
Serpentis		-1.00	8.00		-1.00	-9.00	-1.00		-2.00	-6.00		-7.00	-2.00	10.00	-4.00		-3.00	-1.25	5.00		4
The Blood Raider Covenant	-8.00	-4.50	-2.00	-7.00	-2.00		5.00		-3.00		-6.00		4.50	-2.00	10.00			-1.50	-1.00	-2.00	3
The InterBus	0.25	0.75	-3.50	1.50	9.00	3.00	-2.00	1.25	0.75	1.25	1.50	0.50	-1.75	-1.00	-3.00	10.00	5.00	1.50	-1.00	-0.25	3
The Servant Sisters of EVE			-7.00		5.00	8.00	-1.00	2.00		4.00		3.00	-4.00	-7.00	-3.00	5.00	10.00	6.00	-3.00	-0.25	3
The Society	-0.25	-0.25	-0.75	1.00		1.50	-1.00	9.00	0.25	2.00	1.50	-1.50	-1.75	-1.25	-1.50	1.50	6.00	10.00	-3.00	-0.50	3
The Syndicate		-3.00	5.00			-6.00	-2.00	-1.00	-1.00	-5.00	-6.00	5.00	-1.00	7.00	-1.00		-3.00	-3.00	10.00		4
Thukker Tribe	-4.00	-7.00		-3.00		-2.00	-2.00	0.25	-2.50	3.00	-1.00	-1.00	-3.00		-4.00		-1.00	-0.50		10.00	3

Derived Inter-Faction Standing Modifier

	Amarr Empire	Ammatar Mandate	Angel Cartel	Caldari State	CONCORD Assembly	Gallente Federation	Guristas Pirates	Jove Empire	Khanid Kingdom	Minmatar Republic	Mordu's Legion Command	ORE	Sansha's Nation	Serpentis	The Blood Raider Covenant	The InterBus	The Servant Sisters of EVE	The Society	The Syndicate	Thukker Tribe
Amarr Empire	10.000	11.250	0.000	7.000	0.000	-2.000	-8.750	-0.500	7.500	-5.000	8.333	-5.000	-8.750	0.000	-13.333	0.417	0.000	-0.417	0.000	-6.667
Ammatar Mandate	7.200	10.000	-2.500	3.200	0.000	-1.600	-0.750	-0.400	0.500	-2.400	0.333	-1.333	-5.000	-1.000	-6.000	1.000	0.000	-0.333	-3.000	-9.333
Angel Cartel	0.000	-2.000	10.000	0.000	-0.800	-6.400	-3.000	0.000	0.000	-7.200	-1.000	-4.000	-2.000	8.000	-2.667	-4.667	-9.333	-1.000	5.000	0.000
Caldari State	5.000	7.500	0.000	10.000	0.000	-5.000	0.000	1.750	7.500	-2.000	15.000	-3.333	-8.750	0.000	-11.667	2.500	0.000	1.667	0.000	-5.000
CONCORD Assembly	3.000	3.750	-1.250	3.000	10.000	3.000	-2.500	0.000	3.750	3.000	5.000	5.000	-3.750	-1.250	-3.333	15.000	8.333	0.000	0.000	0.000
Gallente Federation	-2.000	-3.750	-8.750	-5.000	0.000	10.000	0.000	-0.250	-2.500	8.000	-5.000	8.333	0.000	-11.250	0.000	5.000	13.333	2.500	-7.500	-3.333
Guristas Pirates	-5.600	-6.000	-2.000	-7.200	-1.600	0.000	10.000	0.000	-3.000	0.000	-9.333	0.000	3.000	-1.000	6.667	-2.667	-1.333	-1.333	-2.000	-2.667
Jove Empire	-0.500	-0.625	0.000	1.750	0.000	-0.250	0.000	10.000	-1.250	2.500	1.250	1.667	0.000	0.000	0.000	2.083	3.333	15.000	-1.250	0.417
Khanid Kingdom	0.400	0.500	-0.250	3.600	0.000	-0.800	-2.000	-0.800	10.000	-4.000	1.333	-5.000	-5.000	-2.000	-4.000	1.000	0.000	0.333	-1.000	-3.333
Minmatar Republic	-5.000	-7.500	-10.000	-2.000	0.000	8.000	0.000	2.500	-5.000	10.000	-3.333	6.667	0.000	-7.500	0.000	2.083	6.667	3.333	-6.250	5.000
Mordu's Legion Command	3.000	3.000	0.000	5.400	0.000	-1.200	-6.000	0.450	4.500	-2.400	10.000	0.000	-3.750	0.000	-6.000	1.500	0.000	1.500	-4.500	-1.000

ORE	-0.750	-0.750	-6.750	-1.200	0.000	1.200	0.000	0.600	-1.500	2.400	0.000	10.000	0.000	-5.250	0.000	0.500	3.000	-1.500	3.750	-1.000
Sansha's Nation	-6.400	-7.000	-2.000	-5.600	-2.400	0.000	7.000	0.000	-6.000	0.000	-5.333	0.000	10.000	-2.000	6.000	-2.333	-5.333	-2.333	-1.000	-4.000
Serpentis	0.000	0.000	8.000	0.000	-0.800	-7.200	-3.000	0.000	0.000	-5.600	0.000	-8.000	-2.000	10.000	-2.667	-1.333	-9.333	-1.667	7.000	0.000
The Blood Raider Covenant	-4.800	-6.750	-3.000	-4.200	-1.200	0.000	3.000	0.000	-5.250	0.000	0.000	0.000	3.750	-3.000	10.000	-3.000	-3.000	-1.500	-0.750	-4.000
The InterBus	0.150	0.563	0.000	0.900	0.000	1.800	0.000	0.750	0.563	0.750	1.500	0.500	0.000	0.000	0.000	10.000	5.000	1.500	0.000	0.000
The Servant Sisters of EVE	-0.600	-0.375	-1.500	-0.150	0.000	4.800	0.000	1.200	-0.188	1.500	0.000	0.250	0.000	-2.250	0.000	5.000	10.000	6.000	-2.250	-1.000
The Society	-0.150	-0.188	-0.563	0.600	0.000	0.900	-0.750	5.400	0.188	1.200	1.500	-1.500	-1.313	-0.938	-1.500	1.500	6.000	10.000	-2.250	-0.500
The Syndicate	-1.600	-3.000	4.000	-1.600	0.000	-2.000	-1.000	-0.800	-1.000	-0.800	-8.000	-1.333	-1.000	5.000	-1.333	-1.333	-4.000	-4.000	10.000	0.000
Thukker Tribe	-3.000	-5.250	0.000	-1.200	0.000	-0.600	-1.500	0.150	-2.250	2.400	-1.000	-1.000	-2.250	0.000	-2.000	-0.250	-0.250	-0.500	0.000	10.000

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Related Topics

- Agents
- Missions
- Loyalty Points
- Occupations:The Mission-Runner

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