

Standings vs Missions

Standings [Standings between Corps \[https://eveskunk.com/s\]](https://eveskunk.com/s)

You can gain/lose standings with 4 Empire factions, Security, Agent and Corporation

Standings used to be important for getting a jump clone, anchoring a POS or R&D....now I guess the only use is not getting shot, being able to join FW and lowering trade taxes, also having access to [locator agents](http://wiki.eveuniversity.org/Locator_Agents) [\[http://wiki.eveuniversity.org/Locator_Agents\]](http://wiki.eveuniversity.org/Locator_Agents) who will help you track down other players

Last mission from each career agent gives faction standing increase. In fact you there are three locations you can run the career agents at for each faction (corresponding to the three starter 'schools'), giving you a total of 12 (15?) possible times per character. Social skill will increase the amount of standing gained for completing agent missions. Connections skill will increase your current positive standing.

only story line missions give you negative standings with other empires

What are the current % increases?

When I did them with Social lv 5 trained, the Exploration Career Agent gave about +0.75% Faction standing increase while the other 4 Career agents gave about +1.25% Faction standing increase. Basically about +5.75% Faction standing gain for completing all 5 Career Agents in station. Completing all 15 Career Agents available per Faction will definitely grant the player a very nice increase in Faction standing. Those missions are all rather easy to complete, albeit time consuming.

I once did some missioning on a station with 3 L1 agents and a storyline agent. Never got my standing up so fast. Just accepted all 3 Level1 and then I did blitz them all.

data center tag hand ins will bring you to around 4.5 - 5.0 with perfect skills if you do 2 sets of tag hand in's (Caldari and Amarr give slight increases to one another).

Don't forget that as your standings with one Faction rises, it affects the other three. If, for example, you mission a lot for Caldari and complete a storyline mission, your Caldari goes up a chunk, your Amarr goes up a bit, your Minmatar goes down a bit and your Gallente goes down a chunk. Think of it as a pair of see-saws at right angles.

When standings go up or down they usually do so as a percentage; this is always a percentage decay towards the extreme end of the scale. For example, if someone has 1.0 standing with an NPC corporation and completes a mission that changes standing by +5%, then the current standing is increased by 5% of the difference from +1 to +10; that's a change of +0.45 with an end result of +1.45. However, if someone else with a 4.0 standing completes the same mission under the same circumstances and also gets a 5% increase, then that's 5% of the difference from +4 to +10; that's a change of +0.30 with an end result of +4.30.

Agent Standings

Corporation Standings

The amount of Corp standing gained depends on it's size check [here](http://games.chruker.dk/eve_online/npc_corporation_search.php) [\[http://games.chruker.dk/eve_online/npc_corporation_search.php\]](http://games.chruker.dk/eve_online/npc_corporation_search.php) (example) [\[http://games.chruker.dk/eve_online/npc_corporation.php?corporationID=1000179\]](http://games.chruker.dk/eve_online/npc_corporation.php?corporationID=1000179) and affected by an agent's level and quality, your current standing with the corporation, the difficulty of the mission, and the level you have trained your Social skill to.

When in fleet, only NPC Corporation standing is shared / gained by all fleet members.

The Faction standing is only gained by the player who has the mission offer. Some corps are over several regions, some have security and distribution agents or exclusively one of them. To make sure the closest storyline agent to where you do your missions is of the same corp because those storyline missions give much more standing than the normal missions. http://wiki.eveuniversity.org/Mission_Hubs [http://wiki.eveuniversity.org/Mission_Hubs]

You put one guy in a corp with 5+ unmodified faction standings. You have him in same alliance as your corporation. Anything that doesn't require an item to be in corp hanger can be done by alliance members. Doing it this way allows you to pull POS in during war decs and put it right back out again.

You can start with just the one toon and set a POS then let everyone in but you will be stuck having to defend the POS in any war where they are after your POS.

How do corps standings affect your standings gain?

It will be a week before corp members standings affect your corporation's standings

Faction Standings [http://wiki.eveuniversity.org/Faction_Standings]

If you just want to anchor a POS, stop grinding. Now. It is NOT worth your time.

Go onto the eve-online forums, and buy a corporation with standings for 150-250M depending on a few factors. You can also get EACS [<https://forums.eveonline.com/default.aspx?g=posts&t=342466>] to do it for free if you're willing to wait 2-6 weeks.

If you want someone to mission with, look up The Echo Chamber

Career, COSMOS , DATA , EPIC ARC missions increase it the most, for normal missions every 16 regular missions there is an standing increase .

Join F/W, do F/W missions. Getting promoted gives progressively larger faction boosts, up to 20% for getting to 9.0 corp standing (unmodified)

I took a newbie alt with no skills to 2.5 faction standing in ~15 hours over two days. Here's what I did:

- 1) Turn in tags in the faction and its allied faction (I still have more to do; had to grind up standing some first).
- 2) Do all the tutorial missions (15 total per faction; I need to do 6 more, I think).
- 3) Circle agents (I've done 1)
- 4) Storyline missions (after doing 16 missions for a corp in a faction; I've done 1).

Some players who run missions will aim to try to build up standings with particular NPCs corporations. For this objective it helps if one can run missions for the corporation that also directs to a Storyline Agent of the same corporation every 16 regular missions because not only does faction standing increase with Storyline missions but corporation standing also increases.

To make sure the closest storyline agent to where you do your missions is of the same corp because those storyline missions give much more standing than the normal missions. http://wiki.eveuniversity.org/Mission_Hubs [http://wiki.eveuniversity.org/Mission_Hubs]

Sit in a popular mission hub and advertise yourself as paying for standing in local.

Set a price per L3/L4 mission.

People invite you to fleet, complete the mission

You check your standings log to verify they shared rewards, and pay them

Here is how the standing increases are calculated:

Agent standing increase = Base mission standing increase + (1 + (0.05 x Social skill level))

Corporation standing increase = Agent standing increase * Agent efficiency / **corporation size**

Agent efficiency = 0.01 * ((8 * Agent's level) + (0.1 * Agent's quality) - 4)

New standing = Old standing + ((10 - old standing) * corporation standing increase)

What this means is that the secret number that the game has assigned for the difficulty of the mission that you completed is added to either 1 (if you have not trained Social), 1.05 (if your social skill is trained to level 1), 1.1 (if social is at 2), 1.15 (if social is at 3), 1.2 (if social is at 4) or 1.25 (if social is at 5).

Then that number gets multiplied to the agent's efficiency divided by the corporation size. Corporation size is a number between 0 and 1. Larger corporations are therefore harder to gain standing in.

The agent's efficiency is determined using the agent's level and agent's quality in the formula above. Because of the way the formula works, a low-quality agent of level 2 is always going to be more efficient than a high-quality agent of level 1. Therefore, it is best to use an agent who has the highest level and quality that you can reach.

Finally, the corporation standing increase is used to determine your new standing. Take your old standing and add it to 10 minus the old standing (use -10 if you failed a mission or have otherwise lost standing) multiplied by the corporation standing increase.

To get the faction of all empire factions to the highest do [this](https://www.blogger.com/To%20make%20sure%20the%20closest%20storyline%20agent%20to%20where%20you%20do%20your%20missions%20is%20of%20the%20same%20corp%20because%20those%20storyline%20missions%20give%20much%20more%20standing%20than%20the%20normal%20missions.%20http://wiki.eveuniversity.org/Mission_Hubs) [\[https://www.blogger.com/To%20make%20sure%20the%20closest%20storyline%20agent%20to%20where%20you%20do%20your%20missions%20is%20of%20the%20same%20corp%20because%20those%20storyline%20missions%20give%20much%20more%20standing%20than%20the%20normal%20missions.%20http://wiki.eveuniversity.org/Mission_Hubs\]](https://www.blogger.com/To%20make%20sure%20the%20closest%20storyline%20agent%20to%20where%20you%20do%20your%20missions%20is%20of%20the%20same%20corp%20because%20those%20storyline%20missions%20give%20much%20more%20standing%20than%20the%20normal%20missions.%20http://wiki.eveuniversity.org/Mission_Hubs) because derived modifications are always less than the opposite standing increase they are derived from, so if you run the 4 empires missions relatively equally and avoid faction kills (i.e. do only courier missions or kill missions versus pirates/drones) you will build standing positively for all 4

It is a lot faster though to bounce between opposing factions (Amarr / Minmatar, Caldari / Gallente), but it takes more care keeping everybody happy.

Skills

Social - Skill at social interaction, 5% bonus to NPC standing increase.

Connections - Skill at interacting with friendly npc's, 4% bonus to effective standing, get it to at least 3 now, it trains fast. Connections has no impact on broker fee, you have to use the base standing.

Security, Distribution, Mining Connections increase LP and isk reward by up to 50%

Negotiation - Skill at agent negotiation, 5% additional pay for agent missions.

If you're also looking to raise your personal security standings you might want to train the skill:

Diplomacy repairs negative standing

Fast Talk - Skill at interacting with CONCORD, 4% bonus to effective security rating increase

This skill increases amount of Security Status gained for killing single most highest bounty Pirate NPC every 20 minutes. (5% per level) my feeling is fast talk isn't a necessary skill unless u use concord as a trade hub possible?

Broker fees are most affected by faction standing and not corporation standing [\[http://dl.eve-files.com/media/corp/Thoraemond/eve-market-order-broker-fees-20110417.png\]](http://dl.eve-files.com/media/corp/Thoraemond/eve-market-order-broker-fees-20110417.png)

Tax evasion? was it an old skill?

Social skill, standing with agent and corp also affects standing gain.

Security Standings

Missions [https://wiki.eveonline.com/en/wiki/Missions_guide]

Remember to write down the amount of LP you get. Later on if you know the missions and know the LP store you will get much much **MUCH** more from LP then from the raw bounty.

Here is an example of my top missions [Spreadsheet \[http://i.imgur.com/hqx9l45.png\]](http://i.imgur.com/hqx9l45.png)

[LP/isk values \[http://i.imgur.com/Qge2Al0.png\]](http://i.imgur.com/Qge2Al0.png)

The same mission, iirc I got some 6000ish LP from the agent in 0.9 and 8000ish from the agent in the 0.5 system. Angel Extravaganza mission to be exact. Both agents in Caldari navy, and both with 9+ personal standing.level 4, quality 18 command agents

Some people will actually farm good missions (like Worlds Collide level 4 since it gives a chance at faction drops) repeatedly for a week before actually turning it in

Storylines give the same faction increase regardless of if you got it through 16 level 4 missions or 16 level one missions. If you want faction standings quickly, grind level 1s.

Trying to work for an agent in a quiet system stays a very good option to avoid troubles. lag, interference

Mining missions though pay as much as an average security mission in lp , standing and isk if you have the skills to mine almost all ores and gas (2012)

Distribution missions because they can be completed quickly and in parallel triggering more storyline missions in less time than other mission types. They work best if your combat skill is low, as the 16 missions per storyline is the same no matter what type. They offer the player small cargo courier missions each Agent in the group will give the player Corporation Standing increase. Only one Agent in the group will give Faction Standing increase.

There is a Lai dai station that has 4 level 2 courier agents. I would get missions from all 4 at once and find that generally the destinations would be in the same direction, possibly even the same station.

Fit for minimum alignment time.

Level 2 missions

You should expect fair frigate resistance bring drones to deal with scrambling frigates , fit proper resistances on their tanks. Getting jammed and unable to apply damage (learn to use your drones properly).These missions are where players find that they need to do their due dilligence and research what they will be facing during the mission. Learn about 'triggers' and respect them. Now, group those weapons and start to bring different types of ammo for different situations – learn that volleys with that group of weapons can sometimes one-shot smaller targets or simply break the tank of larger targets.

Buying mission objectives: In a similar vein, for those courier missions that require you to move general market items around, if those items are being sold at the destination station you can buy them off the market and complete the mission without actually moving any goods anywhere. This can't be done with specific named items such as sealed cargo containers, however.

Safespot creation: It is worth having a look at the system scanner window when you're in deadspace missions to see where you are on the map. Most missions are randomly located in a solar system and some of the locations can prove to be ideal safe spots located way off the normal travel routes.

A common tactic is to warp to the mission area in a shuttle to see exactly what's there. This will give you invaluable intelligence and allow you to choose an appropriate ship and configuration. Some rats may attack the shuttle, but NPCs do not attack pods, so even if you lose the ship you won't need to activate a new clone.

General Combat Mission Hints

Generally, you'll face mostly Blood Raiders and Sansha in Amarr space, Guristas in Caldari space, Angels in Minmatar space, and Serpentis in Gallente space. They form the lion's share of missions, though there is some overlap, for example Amarr agents will frequently set you up against rogue drones, a few guristas missions, and one or two angel missions.

[Damage_types](https://wiki.eveonline.com/en/wiki/Damage_types#NPC_damage_Types) [https://wiki.eveonline.com/en/wiki/Damage_types#NPC_damage_Types]

If you lose your own ship during a mission and you feel you will be unable to complete the rest of it, **bookmark the location of your ship wreck** before canceling the mission. NPCs do not attack pods, so resist the urge to warp away as soon as your ship is destroyed and take a second or two to bookmark the location before returning to the nearest station. Due to can persistence, your surviving equipment will remain in your can at the location, even after the mission has been canceled and the NPCs are gone. Just don't wait too long, as wrecks/containers will be destroyed after 1-2 hours.

In this case it is best to **destroy the higher damage dealers first** before starting on any others. Once you have dispatched them, or if you are not instantly attacked, use the Tactical Overlay to identify separate groups of ships that are clumped together in the same general area. Select a single ship from a group and attack only this one, then wait to see which other ships attack back. Generally, only the rats from that group will aggro you back. Using this tactic can help to reduce unwanted cases of mass aggro.

It is also a **good idea not to shoot structures** or missile/gun turrets unless you are prepared to take on the whole deadspace area. Attacking such structures causes all ships in the pocket to target and attack you. You can also get the full attention of the enemy by "bumping" or running into certain structures.

Saving ammunition: It's also worth noting that when destroying structures, using drones rather than missiles or turrets is generally preferred as they expend no ammo - in many circumstances the value of loot dropped from structures is worth less than the ammo spent destroying them.

loot, MTU?

Some mission runners prefer is to ignore Frigate and Cruiser drops and concentrate on Battlecruiser, elite ships and Battleship drops. Again, when you pop one of these ships, tag the wreck to identify it as a wreck of interest to allow you to differentiate it from all other drops.

LP Loyalty points LP/isk

http://www.reddit.com/r/Eve/comments/2j0say/which_factions_gives_the_best_payout_regarding/
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Completing a L4 in hisec is typically around 1.5mil isk and 2.5k LP or so. But killing everything and you'll get 5mil+ in bounty and similar numbers for salvaging. But blitzing them allows you to get more LP and therefore faction mods

If you want to run missions just for getting LP, you might want to look into running missions for amarr or minmatar. The caldari LP isn't near as valuable as these two can be.

When I missioned I either got implants or the nexus chips gallente type, but as soon as you start blitzing (which you really should when you do a lot of missions) bpc's most of the time offer the best conversion poco?

http://wiki.eveuniversity.org/List_of_Skill_Hardwiring_Implants
[http://wiki.eveuniversity.org/List_of_Skill_Hardwiring_Implants]

LP spreadsheet minmatar FW [https://docs.google.com/spreadsheet/ccc?key=0At-8nM0XYRODdHk3d0NEaDVURzBBWHhPRkU4Z1RIdFE#gid=0]
LP/isk ratio <http://blitzmann.it.cx/lpStore/> [http://blitzmann.it.cx/lpStore/]
<https://www.fuzzwork.co.uk/lpstore/> [https://www.fuzzwork.co.uk/lpstore/]

http://www.ellatha.com/eve/LP_Stores.asp [http://www.ellatha.com/eve/LP_Stores.asp]

Corporations like Roden Shipyards, Chemal Tech and Poteque Pharmaceuticals all have better LP stores, agents in lower (0.5) security systems = more LP per mission, and are Gallentean too. Their LP is worth around 50% more than Federation Navy.

A different corp entirely to consider is the Sisters of Eve. Not Gallente, but their LP is worth something like 2.5x more than Federation Navy. Running missions with SOE will lose with Thukker Tribe, which is the other very high LP/ISK ratio faction in highsec at the moment, but will boost your standings with both the Gallente Federation and the Minmatar Republic. Gallente standings rise so much that by the time you can run L4 missions for SoE, you can probably nearly do so with the Gallente as well. Your Amarr and Caldari standings will fall slightly, but won't get lower than -0.25 (Caldari) and -1.0 (Amarr) so long as you decline all the missions where you'll be shooting those factions. SoE LP is kept high up by the very potent faction ships that they supply (Astero and Stratios) while most NPC stores supply some crummy modules or copious amounts of implants.

<http://util.eveuniversity.org/Missions/AgentRangefinder/> [<http://util.eveuniversity.org/Missions/AgentRangefinder/>]

http://eve-online.itemdrop.net/eve_db/agents/ [http://eve-online.itemdrop.net/eve_db/agents/]

https://wiki.eveonline.com/en/wiki/Sungur_Tyrfin [https://wiki.eveonline.com/en/wiki/Sungur_Tyrfin] he gives 1.9 standing increase with the corp (and 0.4 with the faction, he's lvl 3 a corp with 12 stations....in metropolis

<http://merchantmonarchy.blogspot.ro/2014/10/grinding-eve-standings-standings.html>

[<http://merchantmonarchy.blogspot.ro/2014/10/grinding-eve-standings-standings.html>]

Good Places to do them

I mission out of Poinen for Internal security. Pay is quite good, missions are fairly easy and Caldari standing grows quickly without too many missions against other races. Also has circle mission

The FotM corp to run missions for is SoE because their loyalty points are extra valuable, but they only have a few level 4 security agents and are very popular, so you have to watch out for gankers.

Keep in mind that isk/LP has a bigger payoff with less used agents corps, also the calculation for corp standing increase is based on corp size...

The lower sec the system agents are in, the better their pay. Trying to mission in lowsec is probably not worth the hassle, especially solo, so aim for .5 systems

You may want to mission with the trade hub owners (Emperor Family in Amarr space)

http://games.chruker.dk/eve_online/npc_corporation_search.php

[http://games.chruker.dk/eve_online/npc_corporation_search.php]

I suspect that Rens Brutor Treasury became a trade hub because there are SIX level one and two security agents there. If you can beat level 2's, you can pull down a storyline every fifteen or twenty minutes on average.

in amarr space... running for ministry of internal order and theology council.. in ashab/penirgman they both have much the similar level agents around.. but the trick there is that MIO only giving storylines.

Waskisen (sp?) is near and has two Corporate Police Force L4 agents in one station.

But Inaro, one jump from Waskisen, has a level 1, 2, 3 and 4 agent, which is much more useful until you can either run 4's or decide missions are boring and go do something else

Korama, has:

2 lvl 4 Republic Security Service security agents, plus 1 lvl 4 1 jump away.

2 lvl 4 Nutura security agents 2 jumps away.

Lots of lvl 4 Caldari Navy security agents within a few jumps.

Only 3 jumps from Jita (but in Lonetrek).

The Gallente hubs tend to have more Serpenti Rats, which your guns are good against as Gallente, on top of them being probably the easiest rats to kill.

Apanake and Simela are closer to Dodixie but still way too far from it. Good place to start with. Places far from trade hubs are Ordion, Cat and Junsoraert. But Cat is close to Villore, so ... All Minmatars are close to Hek or Rens.

Systems with many L4 agents are often close to local trade hubs. Maybe this is the very reason we have trade hubs where they are and not in Yulai as it was originally planned.

For Caldari, Top Down Factory in Umokka has 6 level 1 agents in the same station. A decent Destroyer or Cruiser will burn through those 6 in minutes (plus however long it takes you to jump systems when needed, most missions were in the same system). Storylines every hour or so.

I also used to live in Waskisen and if I remember correctly there are four L4 CPF agents inside one jump (two in the Waskisen CPF station) which is nice if you get a crappy mission because you can just decline them and move on to the next agent. Yeah, and even a level 5 like 4 jumps away or something like that, it was a really nice area when I was missioning. I remember my buddy used to just make bank with his Golem running the 4's.

FW [\[http://wiki.eveuniversity.org/w/index.php?title=Faction Warfare\]](http://wiki.eveuniversity.org/w/index.php?title=Faction_Warfare)

Faction **warfare** **missions**
[\[http://www.reddit.com/r/Eve/comments/fbidy/a_guide_for_running_faction_warfare_missions_make/\]](http://www.reddit.com/r/Eve/comments/fbidy/a_guide_for_running_faction_warfare_missions_make/) are pretty safe and pay well in LP, but if all you want is standings then you don't even have to follow the tiers. It is really a matter of maybe 50 (or less) level 4 missions will get you >6 faction standing, giving you access to nearly all highsec services from every corp in the faction (everything except jump clones). and at roughly 5-15 minutes per mission, depending on how good you are at them, that's pretty quick.

You'll get more FW standings from running missions than doing plexes.

Each 1.00 increase in standings (not including the connections skill) = rank up yep, you'll get your first promotion after a couple plexes/missions, the next after maybe 6-7, and it progressively increases from there. As you rank higher, the rewards for each promotion increase as well. I think my first was +8.0 or so. Every offensive plex will net you standings, defensive plexes in contested systems will too, along with FW missions.

You know, being FW requires you to join a FW corp and you can be shot at in highsec by members of the opposing faction. So I would definitely either roll an alt or give up on your previous EVE life.

Shooting pods has a heavy penalty with the opposite faction standings

Epic Arc Missions [\[https://wiki.eveonline.com/en/wiki/Epic_mission_arcs\]](https://wiki.eveonline.com/en/wiki/Epic_mission_arcs)

The various Epic Arcs (Sisters and Empire, notably) give fairly large standings gains without any derived standings losses, so running those won't hurt your standings with any other faction.

Sister Epic Arc "Tracking the Queen" branch as it's faster. At the second time you can choose between factions. Don't forget to choose the one you want rep with. I used a Cormorant on the missions, nanofiber + damage control in the lows, shield booster, tracking computer, afterburner in mids, the longest range rails, had iron charge and antimatter. Some of the drones aren't ignorably weak, if there are too many, you shall be able to kite them and kill them from distance, out of their web/scram. The nanos save you more time during movement than magstabs would during combat. Use high-meta modules, not Railgun I-s of course. Also, some items are in spawn containers that don't show up in default overview. Many missions can be completed remotely now, no need to redock, just start conversation with agent.

The hardest mission is killing Dagan. It can be done with a pair of destroyers, probably can be done by a single blaster-fit, webbing cormorant with meta blasters and faction ammo.

I ran Bag of Blood to avoid finding out since the Mordu's are on good terms with the Caldari State.

Yes, I agree the level 1 SoE Epic Arc is long, consisting of about 50 to 52 missions. But it has a good story plot and players will usually gain a few Storyline missions while running it as well. Besides that, it can be completed every 3 months for standing increase to Faction of choice. As for the amount of Faction Standing gained for completing the level 1 SoE Epic Arc, it's actually +7.00% base standing gained. Training level 5 Social skill will increase that amount up to +8.75% Faction standing gain.

The Sisters Of Eve Epic Arc final mission faction standings reward is one exception I know of, that one can be shared between fleet members. (very nice as there's also no derived standings penalty towards the other factions with this reward)

Circle Agents [https://wiki.eveonline.com/en/wiki/Circle_Agents]

These offer the player a series of small cargo courier missions, learn to fit a fast ship.. Each Agent in the group will give the player Corporation Standing increase, only one Agent in the group will give Faction Standing increase. [notes](https://wiki.eveonline.com/en/wiki/Talk:Circle_agents) [https://wiki.eveonline.com/en/wiki/Talk:Circle_agents] 1-3% increase in standing
Do this. Fit for minimum alignment time.

[Question_for_the_cosmos_faction_ships/](http://www.reddit.com/r/Eve/comments/fhbx5/question_for_the_cosmos_faction_ships/)

[http://www.reddit.com/r/Eve/comments/fhbx5/question_for_the_cosmos_faction_ships/]

Amarr [https://wiki.eveonline.com/en/wiki/Circle_Agents#Amarr] , Youl [<http://evemaps.dotlan.net/map/Domain/Youl#corp>]
- Myyhera [http://evemaps.dotlan.net/map/The_Bleak_Lands/Myyhera#corp] - Ekid [<http://evemaps.dotlan.net/map/Domain/Ekid#corp>]
- Akhragan [<http://evemaps.dotlan.net/map/Domain/Akhragan#corp>]
- Bhizheba [<http://evemaps.dotlan.net/map/Domain/Bhizheba#corp>] -

Caldari [https://wiki.eveonline.com/en/wiki/Circle_Agents#Caldari_State] , Maurasi [http://evemaps.dotlan.net/map/The_Forge/Maurasi#corp]
- New_Caldari [http://evemaps.dotlan.net/map/The_Forge/New_Caldari#corp] - Nonni [http://evemaps.dotlan.net/map/The_Forge/Nonni#corp]
- Kaimon 2x [http://evemaps.dotlan.net/map/The_Forge/kaimon#corp] - Poinen [http://evemaps.dotlan.net/map/The_Forge/poinen#corp]
- Josamento [http://evemaps.dotlan.net/map/The_Forge/Josamento#corp] 2x

Gallente [https://wiki.eveonline.com/en/wiki/Circle_Agents#Gallente] , Luminaire [<http://evemaps.dotlan.net/map/Essence/Luminaire#corp>]
- Unel [http://evemaps.dotlan.net/map/Sinq_Laison/Unel#corp]
- Noghere [<http://evemaps.dotlan.net/map/Essence/Noghere#corp>] - Oursulaert [<http://evemaps.dotlan.net/map/Essence/Oursulaert#corp>]
- Arant [<http://evemaps.dotlan.net/map/Essence/Arant#corp>]
- Allogille [<http://evemaps.dotlan.net/map/Essence/Allogille#corp>]

Minmatar [https://wiki.eveonline.com/en/wiki/Circle_Agents#Minmatar_Republic] , Lustrevik [<http://evemaps.dotlan.net/map/Heimatar/Lustrevik#corp>]
- Arlik [<http://evemaps.dotlan.net/map/Heimatar/Arlik#corp>] - Odatrik

[<http://evemaps.dotlan.net/map/Heimatar/Odatrik#corp>] - [Teosonude](#)
<http://evemaps.dotlan.net/map/Heimatar/Teosonude#corp> - [Gelfiven](#) [<http://evemaps.dotlan.net/map/Heimatar/Gelfiven#corp>]
 - [Teosonude](#) [<http://evemaps.dotlan.net/map/Heimatar/Teosonude#corp>] [Hek](#)
<http://evemaps.dotlan.net/map/Heimatar/Hek#corp>

Clear the Trade Route' is an encounter mission, 3 weak rogue drones need to be killed at a location in system before you can return to the agent and complete the mission, additional rewards are 1x Diplomacy skillbook and 1x Metal Scraps

Data Center (shows faction increase)

[https://wiki.eveonline.com/en/wiki/Data_Centers]

Want to get a jump start on Empire faction standing or Navy corp standing? If you have ISK, there's a way to do it built into the game without having to grind standing yourself. They're called Data Centers, and there's 12 of them in New Eden.

Five of them are major Data Centers, serving the

Amarr,

Caldari,

Gallente,

Minmatar,

and Ammatar factions. Seven of them are minor Data Centers, serving those five plus the Khanid faction.

[Data-centers-skipping-middle-man](#) [<http://jestertrek.blogspot.ro/2011/09/data-centers-skipping-middle-man.html>]

You can buy the tags (1mill for 3) about 300m setting up buy orders and waiting a few weeks(800m jfrom buy orders). Skip the gold and bronze tags, they arent worth the cost

Amarr	Empire	and	Ammatar	Mandate
[https://wiki.eveonline.com/en/wiki/Data_Centers#Amarr_Empire_and_Ammatar_Mandate]				:
[http://evemaps.dotlan.net/system/Polfaly/agents]		Kudi	[http://evemaps.dotlan.net/system/Kudi]	Ferira
[http://evemaps.dotlan.net/system/Ferira]				

Caldari	State			
[https://wiki.eveonline.com/en/wiki/Data_Centers#Caldari_State]			:	Ahtulaima
[http://evemaps.dotlan.net/map/The_Forge/Ahtulaima#corp]				Saikanen
[http://evemaps.dotlan.net/map/The_Citadel/Saikanen#corp]				Kamokor
[http://evemaps.dotlan.net/map/Lonetrek/Kamokor#corp]				

Gallente	Federation			
[https://wiki.eveonline.com/en/wiki/Data_Centers#Gallente_Federation]			:	Abenync
[http://evemaps.dotlan.net/map/Sinq_Laison/Abenync#corp]				Muer
[http://evemaps.dotlan.net/map/Verge_Vendor/Ekuenbiron#corp]				Ekuenbiron
[http://evemaps.dotlan.net/map/Verge_Vendor/Ekuenbiron#corp]				

Minmatar	Republic			
[https://wiki.eveonline.com/en/wiki/Data_Centers#Minmatar_Republic]			:	Emolgranlan
[http://evemaps.dotlan.net/map/Heimatar/Emolgranlan#corp]		Arlulf	[http://evemaps.dotlan.net/map/Metropolis/Arlulf#corp]	
Engosi [http://evemaps.dotlan.net/map/Metropolis/engosi#corp]				

COSMOS [<https://wiki.eveonline.com/en/wiki/COSMOS>]

[Cosmos-missions-different-animal.html](#) [<http://nosygamer.blogspot.com/2013/08/cosmos-missions-different-animal.html>]

Missions are your first port of call for gaining faction standing fast. Cosmos help, but the lvl1s and 2s don't give large boosts. All the cosmos guides are so fucking awful, out dated, confusing and misleading that you'll quit doing the missions before you even get any faction standing increases.

Cosmos guides [http://lorebook.eve-inspiracy.com/index.php?option=com_content&view=category&id=1&Itemid=2]

Gallente & Minmatar [<http://web.archive.org/web/20120426163113/http://eve-odessa.com/en/guides/cosmos.html>]

Amarr [http://dl.eve-files.com/media/corp/jowen/Amarr_COSMOS_guide_by_Jowen_Datloran_v1.3.pdf]

scribd 2013 [<https://www.scribd.com/doc/157903074/Cosmos>]

uniwiki Minmatar [http://wiki.eveuniversity.org/Minmatar_COSMOS]

uniwiki Amarr [http://wiki.eveuniversity.org/Amarr_COSMOS]

Gallente: Algintal [http://evemaps.dotlan.net/map/Sinq_Laison/Algintal#corp] Cosmos_gallente german (2008)
[http://www.hb3.info/cosmos/gallente/cosmos_gallente.html]

Minmatar: Ani [<http://evemaps.dotlan.net/map/Metropolis/Ani#corp>] Cosmos_minmatar german (2008)
[http://www.hb3.info/cosmos/minmatar/cosmos_minmatar.html]

Amarr: Araz [<http://evemaps.dotlan.net/map/Kador/Araz#corp>] Cosmos_amarr german (2008)
[http://www.hb3.info/cosmos/amarr/cosmos_amarr.html]

Caldari: Okkelen [http://evemaps.dotlan.net/map/The_Forge/Okkelen#corp] Cosmos-Missions-101
[<https://www.scribd.com/doc/16401872/Cosmos-Missions-101>] Caldari_Cosmos pdf [http://dl.eve-files.com/media/corp/jowen/Caldari_COSMOS_guide_by_Jowen_Datloran_v1.0.pdf]

There is a service where you can get what is needed in a kit.ust look up the sell orders on the forums and it should be there under COSMOS kits. I think there is a chat ingame also called COSMOS tapas bar where you can ask questions

When your faction standing has risen high enough with the NPC Faction, they have offers for 2-run ship BPCs. Your skills count towards the standing. [https://wiki.eveonline.com/en/wiki/Cosmos_faction_ship_offers]

Eve-survival [<http://eve-survival.org/wikka.php?wakka=MissionReportsCOSMOS>] notes
<https://forums.eveonline.com/default.aspx?g=posts&t=188876> [<https://forums.eveonline.com/default.aspx?g=posts&t=188876>]

https://wiki.eveonline.com/en/wiki/Faction_Standing_Repair_Plan
[https://wiki.eveonline.com/en/wiki/Faction_Standing_Repair_Plan]

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

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

http://games.chruker.dk/eve_online/npc_corporation_search.php
[http://games.chruker.dk/eve_online/npc_corporation_search.php]

R&D [https://wiki.eveonline.com/en/wiki/Research_agent]

"Which faction should I aim to improve my standings with?". The answer to that one should be "the faction you want to do R&D with" In order to train all these skills you must spend time and money. Supposing you start the game now you will need about 3 months of training to get all the skills above to the right level

"R&D" corp is any that has agents in the R&D category. Lai Dai is the best one, though it has only a single L4 security agent, and that's in low-sec. Basically you're looking at lots of courier missions or L3s.

Roden Shipyards, Sukuuvestaa, Lai Dai are all good research companies that also offer security missions. gallente,,,

Currently R&D isnt worth the time....

Could be cheaper just buying a corp [<https://wiki.eveonline.com/en/wiki/COSMOS>]

Check this [interfaction chart](http://www.newedenlibrary.net/eon/faction_standings.shtml) [http://www.newedenlibrary.net/eon/faction_standings.shtml] out or at the [original page](http://www.eve-wiki.net/index.php?title=Standings#Standing_Relationships) [http://www.eve-wiki.net/index.php?title=Standings#Standing_Relationships]

[Convoluted Math standings discussion I can't make head or tails of but has something to do with the Social skill being a weight](https://forums.eveonline.com/default.aspx?g=posts&t=330283) [https://forums.eveonline.com/default.aspx?g=posts&t=330283]

A note from an expert

I used to do standings raising as a service, and got asked this question constantly, so I have a few good pointers. First, the only effective way to do this long-term is storyline missions. That means grinding out missions. Storylines do not share faction standing increases, but you don't have to finish the 16 missions to get one yourself. You can get the mission marker, jump to the deadspace pocket/acceleration gate and let fleet members go in and finish it for you, turn in and do the next one. I don't recall off-hand if turning in missions as a group to a particular agent triggers storylines faster, but I do not believe it does (only yours count).

What I also recommend is that you grind lvl 3 missions. Why? Because the storyline faction increase is roughly equal and lvl 3s are insanely faster. I used to grind out 4-8 an hour in a properly fitted drake and that was only doing one agent. I'm sure if you get two agents in the same station you can blast out more than that (I also had killer drone skills though, and drone aggro has changed a bit).