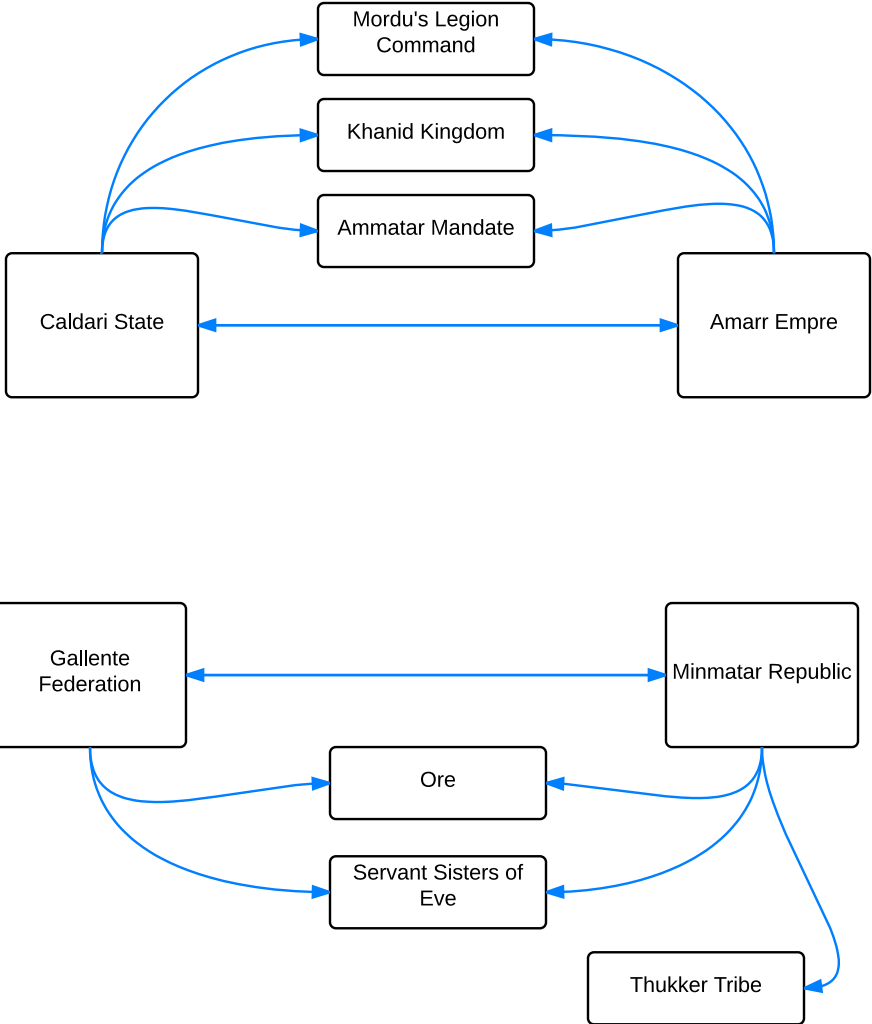


Gaining standing to a faction will also increase your standing with factions that they like. However your standings towards factions that they hate will be reduced, and towards factions they dislike will be reduced slightly. This mechanic is called "Derived Standing".

This means that if the Caldari State dislikes you but the Amarr Empire does not, you can work for the Amarr Empire and gain standings to the Caldari State indirectly.

The exception to "Derived Standing" mechanics are the Epic Arcs. These are level 4 combat mission chains individual to the Factions that increase faction standing without dropping (or gaining) related faction standings.

There is also one Epic Arc for the Sisters of Eve, a neutral organisation. This level 1 arc can raise standings to any one of the factions, you can choose once during each time you run the arc who to get standings with. It is repeatable every 90 days and does not use derived standing mechanics. This arc takes you to each faction's space, no matter your choice. So if you are -5.00 after diplomacy to any faction, you cannot do this arc without another player's assistance (you can travel in a pod without risk while your friend does the actual missions).

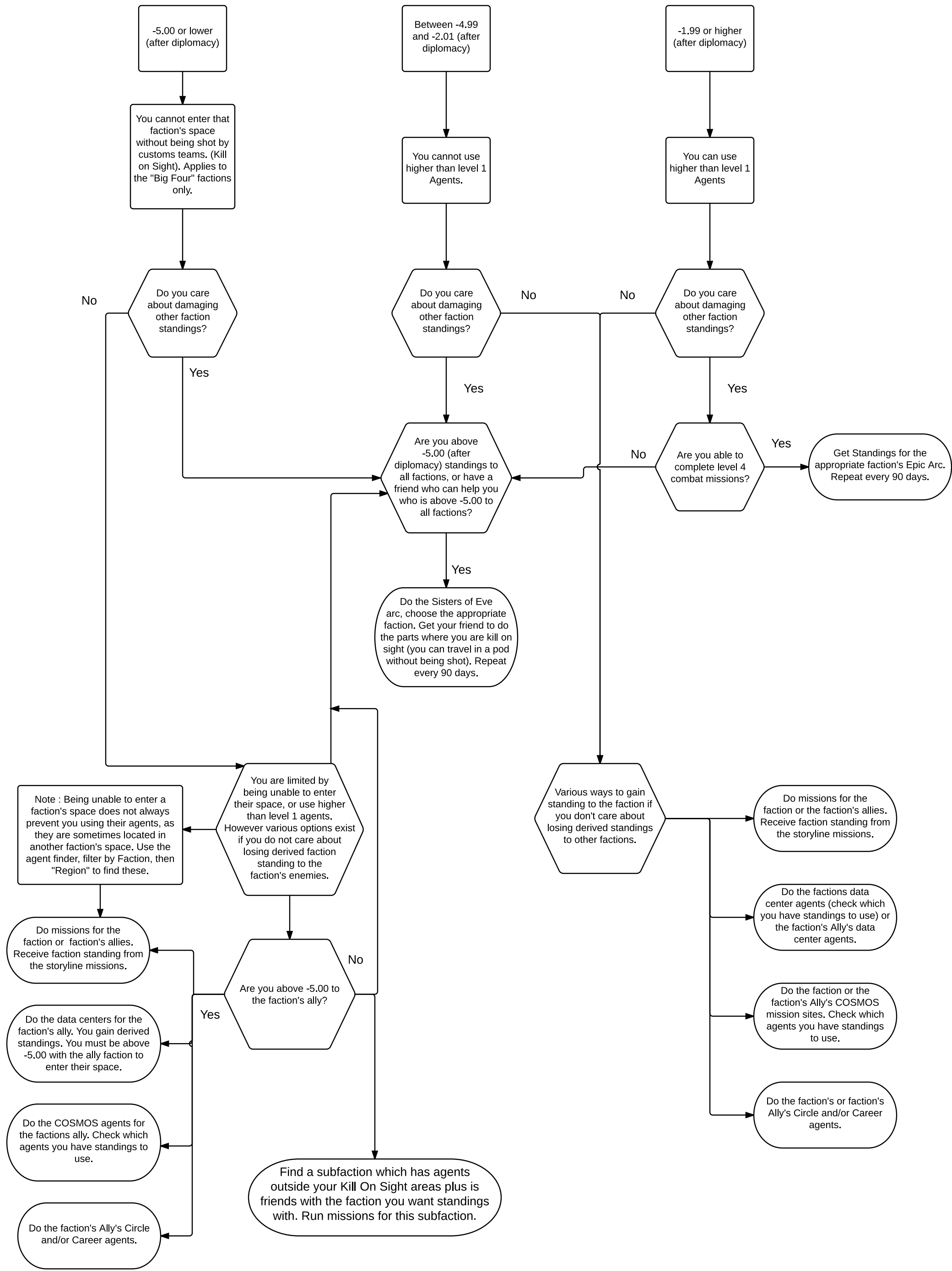


This is a very simplified chart of Eve Online's major factions and their relations. There are essentially two groups, the factions at the top of the chart and the factions at the bottom of the chart.

There are numerous exceptions to this rule. For comprehensive information on what derived standings will effect you, look at the faction ingame and navigate to "Standings" and "Standings with other Empires". A positive value indicates that you will gain standings to that faction, a negative value indicates you will lose standings to that faction. "0.0" or not being listed indicates that there will be no derived standings change. The amounts listed are respective of the amounts gained or lost. For example, a faction listed as "-2.0" will lose twice as much standing as one listed as "-1.0", the same is true for gains, with a faction listed with 5.00 gaining twice as much as one listed as 2.50.

This flowchart was made by Imiarr Timshae, a standing service provider. For more information or in depth study, search online for "Eve university" and "Standings and Standing Mechanics" which is a lecture class I taught on this subject in late 2014.

Want to repair low faction standing? Choose which option represents your standing.



Remember : If this flowchart takes you to a certain route of repairing standings, you may open more possibilities as your standings improve. For example, if you are having to do level 1 missions because you are locked out (-2.00 or lower after diplomacy), once you are at -1.99 or higher you should retake the flowchart to see if there are more preferable options available to you. The same goes if you obtain space access in which you were previously kill on sight.