

## Who, What and Why on Agents

The tutorial agent who welcomed you to the world of EVE will introduce you to a second agent once you have completed your tutorial missions. You may use that agent or look for another agent to work with.

All NPC corporations have agents. Agents working for corporations loyal to the CONCORD or the Jovian Directorate are unavailable for now. Those corporations include the Inner Circle, the DED, the SCC and CONCORD proper for the CONCORD faction and, in currently accessible space, Genolution, Impro and X-Sense for the Jovian faction. All other agents are available to anyone who meets their standings requirements.

The agents tab in a corporation's info window will show all agents and their availability. Agents unavailable because of their standings requirements will display the required standings when you query their agent info.

More information about corporations can be found in the World of EVE section of the official EVE website at <http://www.eve-online.com/corporations/> (out of game).

Agents are assigned to a corporation's individual divisions. The type of mission an agent can give is in part determined by the agent's corporation and division. **All agents give out a mix of combat and courier missions.**

Agents working for the **military** (e.g. the Federation Navy), a **corporate security** service (e.g. Ishukone Watch), or a **security** division within a corporation (e.g. Internal Security), **are more likely to give combat missions.** Agents in the R&D division of research companies are research agents. Research agents only give missions to researchers working with them on research projects.

More agents will become available to you when you meet their standings requirements. Standing is split into **personal standing** (your standing with the agent), **corporation standing** (your standing with the agent's corporation) and **faction standing** (your standing with the faction to which the agent's corporation is loyal).

Personal and corporation standing are gained by doing missions for an agent and/or corporation, **faction standing** is gained by doing **"Important mission." (Storyline missions)** Personal, corporation, and faction standing are also gained by training the **Connections skill.**

The percentage of standings gain and loss is determined by agent level, mission and agent quality. All agents have a base quality which is modified by your standing and relevant skills to the level of effective quality displayed in the agent info window.

*Any higher level agent of bad quality is better than a lower level agent of excellent quality, e.g. a level 3 agent of quality -15 gives better standings rewards for completing missions than a level 2 agent of quality +15.*

The formula used to calculate the minimum standing needed to access an agent is calculated as shown below

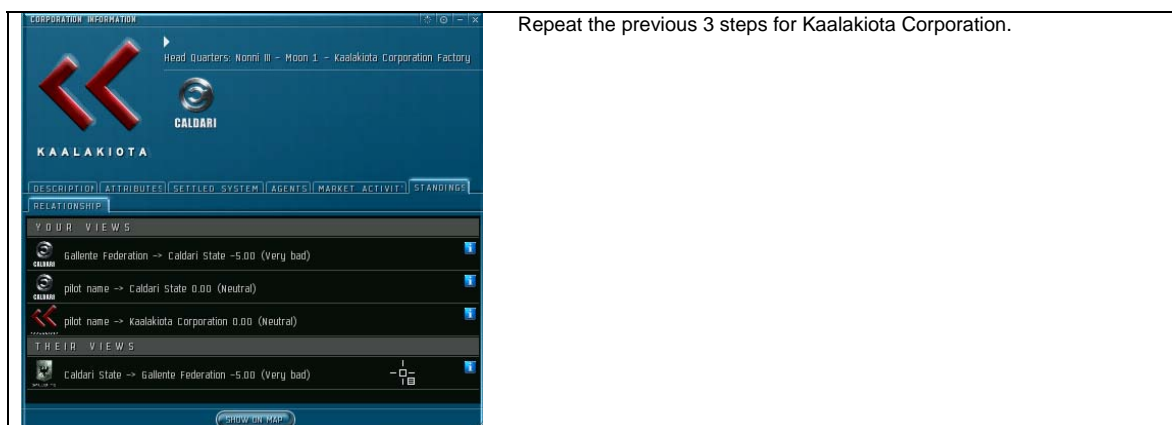
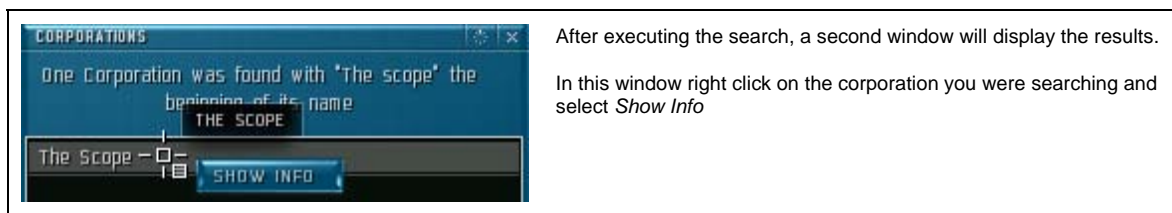
$$\text{Standing} = ((\text{Agent Level} - 1) * 2) + ((\text{Agent Quality} * 5) / 100)$$


So, to use a level 3 quality -12 agent, you need a personal, corporation or faction standing of  $((3 - 1) * 2) + ((-12 * 5) / 100) = 3.4$ . That is, you can either work your way up in the corporation to gain a corporation standing of 3.4. Or, you can raise your faction standing to 3.4 by doing missions for another corp and then do the storyline missions you get offered from time to time.


		QL																				
		-20	-18	-16	-14	-12	-10	-8	-6	-4	-2	0	2	4	6	8	10	12	14	16	18	20
Level	1	-1.00	-0.90	-0.80	-0.70	-0.60	-0.50	-0.40	-0.30	-0.20	-0.10	0.00	0.10	0.20	0.30	0.40	0.50	0.60	0.70	0.80	0.90	1.00
	2	1.00	1.10	1.20	1.30	1.40	1.50	1.60	1.70	1.80	1.90	2.00	2.10	2.20	2.30	2.40	2.50	2.60	2.70	2.80	2.90	3.00
	3	3.00	3.10	3.20	3.30	3.40	3.50	3.60	3.70	3.80	3.90	4.00	4.10	4.20	4.30	4.40	4.50	4.60	4.70	4.80	4.90	5.00
	4	5.00	5.10	5.20	5.30	5.40	5.50	5.60	5.70	5.80	5.90	6.00	6.10	6.20	6.30	6.40	6.50	6.60	6.70	6.80	6.90	7.00

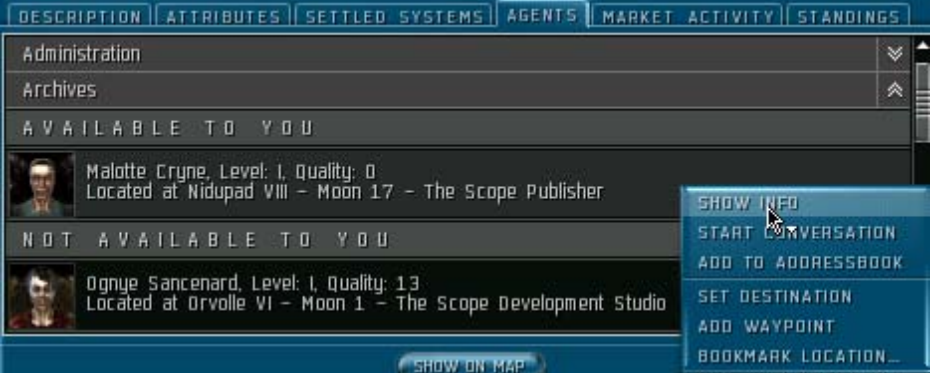
## How to determine the availability of agents with a certain corporation:

**Note:** For following examples, the Gallente pilot '*Pilot Name*' was used and will be reverred to as **our Gallente novice**



	<p>Selecting the tabs <i>Standing – Relationship</i> shows that, what most of us already know, Caldari State and Galleente Federation don't like each other very much and have a <i>Very Bad</i> standing set to each other.</p>
	<p>But Kaalakiota Corporation, as an ISK hungry Caldari Corporation supposed to, turns a blind eye to this and has a <i>neutral</i> standing towards our Galleente novice.</p>

	
	<p>This example shows that a corporation like <i>The Scope</i> from the same faction (Galleente) will have an initial <i>neutral</i> standing towards any Galleente pilot, all thou this is not shown under <b>THEIR VIEWS</b> until the first mission has been accepted, completed or declined</p>

	
	<p>Selecting the tab <i>Agents</i>, will show a list of all the Divisions and their agents. Per Division the agents are shown in a group <b>AVAILABLE TO YOU</b> and a group <b>NOT AVAILABLE TO YOU</b>.</p>
	<p>To get to know an agent little better, just right click on the agent and select <i>Show Info</i></p>



This *Character Information* window shows that this agent has a neutral standing to our Gallente novice as she never dealt with her before.

Clicking on the white triangle on the right side of the agents portrait, will offer the options to: Start a conversation, add him/her to your address book, set the system where this agent is located as a waypoint, destination for your autopilot or bookmark it.

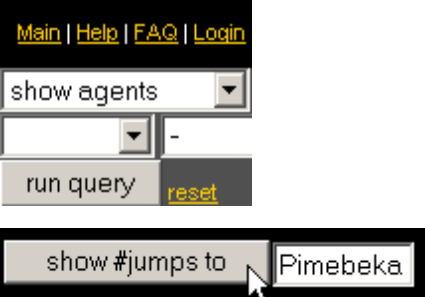
Select *Start Conversation* for the next step.

Name	Malotte Cryne
Corporation	The Scope
Division	Archives
Race	Gallente
Bloodline	Intaki
Effective Standing:	0.0

The window *Agent Information – Malotte Cryne*, shows besides a portrait of Mr Cryne, information regarding her Corporation, Division, Race (faction), bloodline and most importantly; *Effective Standing*, which can be regarded as 'personal' standing with this particular agent.

## How to find an agent:


Use a web browser to surf to <http://grismar.net/evl/explorer/index.php>



The screenshot shows the top navigation bar with links for 'Main', 'Help', 'FAQ', and 'Login'. Below it is a 'show agents' dropdown menu. Underneath is a search input field with 'Pimebeka' entered, and a 'show #jumps to' button. A 'run query' button and a 'reset' link are also visible.

In the pull down menu, select *show agents* and enter in the box next to the *show # jumps to* button the name of the system, which you want to set as center point and press the *show # jumps to* button.

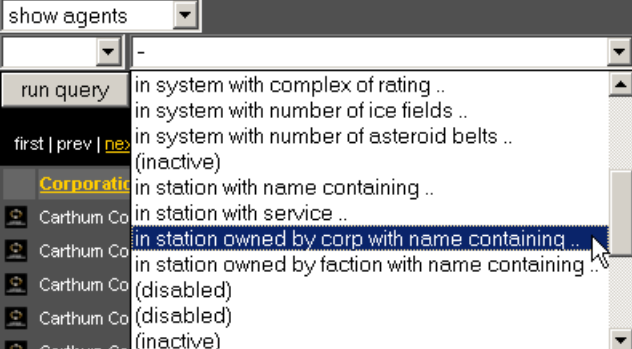
[Wait until the browser has processed these actions before continuing.]



The screenshot shows the 'show #jumps to' input field with 'Pimebeka' and the 'run query' button. Below the input field is a toolbar with icons for 'QL', 'Std', 'Div', and 'with'. A hand cursor is pointing at the 'Star map' icon.

Next press the *Star map* icon below where you entered the center point.

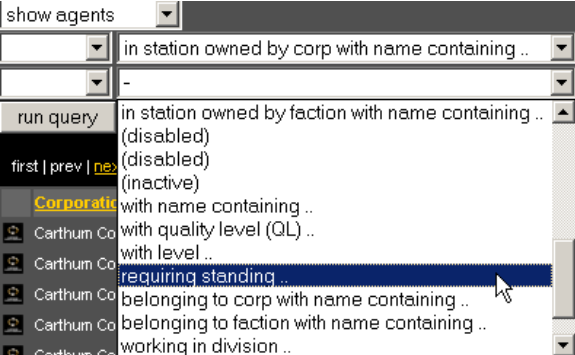
[Wait until the browser has processed this action before continuing.]



The screenshot shows a dropdown menu with various options. The option 'in station owned by corp with name containing ..' is highlighted. Other options include 'in system with complex of rating ..', 'in system with number of ice fields ..', 'in system with number of asteroid belts ..', '(inactive)', 'in station with name containing ..', 'in station with service ..', 'in station owned by faction with name containing ..', '(disabled)', and '(inactive)'. The 'Corporation' category is expanded to show 'Carthum Co' entries.

In the pull down menu diagonally below the pull down menu showing *show agents*, select the option: *in station owned by corp with name containing* and press the *run query* button.

[Wait until the browser has processed this action before continuing.]



The screenshot shows a dropdown menu with various options. The option 'requiring standing ..' is highlighted. Other options include 'in station owned by corp with name containing ..', 'in station owned by faction with name containing ..', '(disabled)', '(disabled)', '(inactive)', 'with name containing ..', 'with quality level (QL) ..', 'with level ..', 'belonging to corp with name containing ..', 'belonging to faction with name containing ..', and 'working in division ..'. The 'Corporation' category is expanded to show 'Carthum Co' entries.

In the pull down menu below the pull down menu showing *in station owned by corp with name containing*, select the option: *requiring standing* and press the *run query* button.

Repeat this for the following options:

- NOT + Working in division + r&d*
- NOT + offering function + storyline missions*
- NOT + offering function + event*

The following example shows what should be selected.

	in station owned by corp with name containing ..	
	requiring standing ..	lt or eq 0.00
NOT	working in division ..	r&d
NOT	offering function ..	storyline missions
NOT	offering function ..	event
	-	

CBD Corporation

lt or eq 0.00

In the box next to the pull down menu showing *in station owned by corp with name...* enter the name of the corporation for which you want to find agents with a required standing of less or equal to 0.00. and press *run query*

Agent		QL	Std	Div
Okkiemi Eruhara	1	-9	-0.45	MAN
Sotken Molsen	1	-16	-0.80	MRK

This particular query will result in a list of 25 agents, of which the closets to Pimebeka is an level 1 agent called *Okkiemi Eruhara* with a quality level of -9, requiring a minimum standing of -0.45 and working for the division *Manufactory*






CBD Corporation

eq 1.10

Changing the *lt or eq* option (next *requiring standing*) into *eq* option, will result in showing a level 2 agent working for the *Legal* division with a quality level of -18

Agent		QL	Std	Div
Ichosima Kakkaho	2	-18	1.10	LEG

## Useful skills for 'Running' Agents.

	<p style="text-align: center;"><b>SOCIAL</b></p> <p><b>5%</b> increase to NPC agent, corporation and faction <b>standing</b> gain. (20,000 ISK) Recommended to train up to <b>level 5</b> (<math>\pm</math> 12 days of learning)</p>
	<p style="text-align: center;"><b>CONNECTIONS</b></p> <p><b>0.4</b> increase to effective <b>standing</b> towards <u>friendly</u> NPC Corporations. (200,000 ISK) Recommended to train up to <b>level 5</b> (<math>\pm</math> 33 days of learning [<b>level 4</b> is <math>\pm</math> 5 days])</p>
	<p style="text-align: center;"><b>DIPLOMACY</b></p> <p><b>0.4</b> increase to effective <b>standing</b> towards <u>hostile</u> NPC Corporations. (180,000 ISK) Recommended to train up to <b>level 5</b> (<math>\pm</math> 12 days of learning)</p>
	<p style="text-align: center;"><b>NEGOTIATION</b></p> <p><b>5%</b> additional <b>pay</b> per for agent missions. (60,000 ISK) Recommended to train up to <b>level 4</b> (<math>\pm</math> 4 days of learning [<b>level 5</b> is <math>\pm</math> 22 days])</p>
	<p style="text-align: center;"><b>BUREAUCRATIC CONNECTIONS</b></p> <p><b>5%</b> increase <b>Loyalty Points</b> gain for agents of following corporation divisions: Administration, Archives, Financial, Internal Security, Personnel and Storage. (<math>\pm</math> <b>75,000,000</b> ISK). Recommended to train up to <b>level 5</b> (<math>\pm</math> 11 days of learning)</p>
	<p style="text-align: center;"><b>POLITICAL CONNECTIONS</b></p> <p><b>5%</b> increase <b>Loyalty Points</b> gain for agents of following corporation divisions: Administration, Advisory, Command, Legal, Public Relations and Security. (<math>\pm</math> <b>75,000,000</b> ISK). Recommended to train up to <b>level 5</b> (<math>\pm</math> 11 days of learning)</p>