

Ranks

In the X-Universe your skill and relation to races is measured in ranks. Player ranks have effects on the game difficulty and the magnitude of monetary rewards for missions.

Player Ranks

Fight Rank

Affects the ships spawned by the Opponent Balancing System (OBS) for fight missions and in UFJD sectors in combination with the number of hostile ships already in the sector. Each Ship class has a value of points given if killed; in general the bigger and tougher the ship killed, the more points towards this rank you get. Ships killed by player owned ships out of sector give a reduced number of points. If SETA is left on without player input for long periods the player Fight Rank will drop 2% every game hour (6 minutes on 1000% SETA).

The second to final mission of the Shady Business plot requires the destruction of a total of 50 capital ships which will give a high fight rank if done by a player piloted ship.

X-Treme: 4647 OBS points

Hero: 3554 OBS points

Legend: 2718 OBS points

Overlord: 2078 OBS points

Conqueror: 1589 OBS points

Battlemaster: 1216 OBS points (carriers start to spawn in UFJD sectors)

Crusader: 930 OBS points (carriers start to spawn for fight missions) (destroyers start to spawn in UFJD sectors) (about 30% is needed to unlock the Aldrin Adventurer and Lost Lar starting scenarios)

Warlord: 711 OBS points (destroyers start to spawn for fight missions)

Vindicator: 544 OBS points

Assassin: 416 OBS points

Warrior: 318 OBS points

Militant: 243 OBS points (frigates start to spawn in UFJD sectors) (Shady Business: Miscalculation spawns made harder)

Master Chief: 186 OBS points

Fighter Chief: 143 OBS points (frigates start to spawn for fight missions) (needed to unlock the Savage Split starting scenario)

Specialist: 109 OBS points (corvettes start to spawn in UFJD sectors) (needed to unlock the Unholy Traitor and Pious Paranid starting scenarios)

Instructor: 84 OBS points

Professional: 64 OBS points (starts the Operation Loose Ends plot missions) (Shady Business: Miscalculation spawns made harder)

Eagle Eye: 49 OBS points

Sharpshooter: 38 OBS points (bombers start to spawn for fight missions)

Marksman: 29 OBS points

Veteran: 22 OBS points (corvettes start to spawn for fight missions) (M3s start to spawn in UFJD sectors)

Fighter: 17: OBS points (M3 will always spawn for a fight missions) (lowest rank idle SETA exploitation will drop to)

Skilled: 13 OBS points

Graduate: 10 OBS points

Competent: 7 OBS points (M4s start to spawn in UFJD sectors)

Trainee: 6 OBS points

Rookie: 4 OBS points

Novice: 3 OBS points (enables use of the Split Stock Exchange stations)

Greenhorn: 3 OBS points

Nuisance: 2 OBS points

Harmless: 2 OBS points

Trade Rank

This rank affects the amount of credits offered by missions and what ship classes can be found by return ship/return abandoned ship/return stolen ship missions. It is increased by buying and selling wares and stocks at values favourable in comparison to the average. The rank increases on the number of transactions and the magnitude of difference from the average price and not the profit or total credits made. For example if the player buys energy cells from a solar power plant at 12 credits and sells them at an ore mine for 20 credits the players rank would increase as the average price for energy cells is 16 credits. Thus, as one may expect, the sale of wares at equipment docks and trading stations do not count (even if highly profitable) as the sales price is always average nor do Credits earned from missions as they are not considered to be trading. If SETA is left on without player input for long periods the player Trade Rank will drop 0.25% every game hour (6 minutes on 1000% SETA).

X-Treme

Pan-Galactic Tycoon: (missions offer very easy: 126,089-202,074 easy: 365,935-2,241,791 Average:170,587-6,734,939 hard: 276,416-12,106,485 very hard: 543,827-26,786,624 credits)

Tycoon

Super Magnate

Magnate

Mogul

Capitalist

Master Industrialist

Industrialist

Manufacturer

Master Economist

Economist

Master Broker

Broker

Financier

Petty Financier

Wholesaler

Merchant

Retailer

Petty Retailer

Entrepreneur

Master Dealer: (lowest rank idle SETA exploitation will drop to)

Dealer

Trader: (enables use of the Boron Stock Exchange stations)

Apprentice Trader

Vendor

Petty vendor

Hawker

Profiteer

Journeyman

Opportunist: (missions offer: trivial: 500- very easy: 836-1,066 easy: 949-2,083 average: 4,584-5,096 hard: 2,137-14,114 very hard:

19,077-1,170,667 impossible: ? credits)

Race Ranks

The race rank you have represents how much the faction loves or hates you and affects the prices at which they are willing to sell/buy ships, if you are allowed to purchase certain factories, which stations you can dock at, or if they want to shoot you out of the sky. Race ranks go from -5 to +10 and is based on a point system dependent on trade, missions and kills. The higher the class of ship killed the larger the influence it has on Race Rank.

- +10: 333,333-1,000,000 points (only able to be increased over 16-21% by killing enemies of the race)(you might be able to board an M1/M2+ without them wanting your blood if it is >30%)
- +9: 100,000-333,332 (can purchase M2 destroyers)
- +8: 33,333-99,999 (can purchase M1 carriers and M7M frigates)
- +7: 10,000-33,332 (can purchase M7/M7C frigates)
- +6: 3,333-99,999 (can purchase M6+ heavy corvettes)
- +5: 1,000- 3,332 (can purchase police licence, M6 corvettes, M3+ heavy fighters and TLs)
- +4: 333-999 (can purchase M3 fighters and M4+ heavy interceptors)
- +3: 100-332 (can purchase TS small transports, M4 interceptors and M5 scouts)
- +2: 33-99
- +1: 10-32
- 0: -10-9 (can dock at all race owned stations)
- 1: -100-(-11) (can only dock in border sectors)
- 2: -1,000-(-101) (not allowed to dock at any station owned by the race and entering core sectors will cause a fighter squad to spawn and pursue the player)(core sector stations and border sector trading stations will appear hostile)(player owned ships attacking hostile stations will trigger Rapid Response ships counter attacking)
- 3: -10,000-(-1,001) (the race will attack all the player's property with great prejudice within their territory)
- 4: -100,000-(-10,001) (the race will send rapid response ships to hunt you in any sector belonging to them that you enter and use any combat competent ship to attack all player ships in any sector)
- 5: -1,000,000-(-100,001) (reputation gained by missions will not affect the rank and only the blood of enemies of the race or trade ships of the race purchasing wares at a low price from player owned stations can dig the player out of this hole)

Races

Argon

- +10: Hero of the Federation
- +9: Protector of the Federation
- +8: Federation Overwatch
- +7: Federation Marshall
- +6: Federation Guardian
- +5: Trusted Ally
- +4: Accepted Advisor
- +3: Confirmed Friend
- +2: Federation Associate
- +1: Federation Member
- 0: Citizen
- 1: Suspected Foe

- 2: Known antagonist (boarding a Colossus Hauler can bring the player from +10 to this if done wrong)
- 3: Confirmed Insurgent
- 4: Confirmed enemy
- 5: Enemy of the Federation (Terran starting scenarios begin with this)

ATF

- +10: Command Access
- +9: Operations Access
- +8: Research Access
- +7: Earth Access
- +6: Lunar Access
- +5: Mercury Access
- +4: Venus Access
- +3: Mars Access
- +2: Asteroid Belt Access
- +1: Outer System Access
- 0: No System Access
- 1: Suspect Programmer
- 2: Tech Fugitive (boarding a Valhalla can bring the player from +10 to this if done wrong)
- 3: Known AGI Sympathiser
- 4: Illegal AGI Developer
- 5: AGI Task Force Nemesis

Boron

- +10: Knight of the Kingdom
- +9: King's Protectorate
- +8: Kings Knight
- +7: Queen's Protectorate
- +6: Queens Knight
- +5: Queen's Guard
- +4: Noble Peer
- +3: Trusted Courtier
- +2: Accepted Friend
- +1: Friend
- 0: Acquaintance
- 1: Antagonist
- 2: Confirmed Adversary
- 3: Enemy of Menelaus
- 4: Queen's Nemesis
- 5: Enemy of the Kingdom

Goner

- +10: Protector of the Goners
- +9: Holy Order of the Goners
- +8: Goner Evangelist
- +7: Goner Preacher
- +6: Honoured Pilgrim
- +5: Trusted Pilgrim
- +4: Faithful Believer
- +3: Believer
- +2: Follower
- +1: Accepted Member
- 0: Sceptic
- 1: Agnostic
- 2: Heathen
- 3: Blasphemer
- 4: Heretic
- 5: Defiler of the Truth

Paranid

- +10: Honour Guard of Xaar
- +9: Seeker of the Holy Light
- +8: Emperor's Protectorate
- +7: Friend of Emperor
- +6: Priest Protectorate
- +5: Friend of Priest King
- +4: Friend of Priest Duke
- +3: Priest Confidante
- +2: Friend of Priest (enables use of Paranid Stock Exchange stations)
- +1: Friend
- 0: Nomad
- 1: Unholy Nomad
- 2: Tainted Wanderer
- 3: Desecrator of Holy Light
- 4: Enemy of Priest Duke
- 5: Enemy of Priest Xaar

Pirates

Pirates reputation does not show up in the My Pilot Status menu but their Race Rank can be guessed based on certain features

- +10: (pirate owned stations spawn friendly ships)
- +5-(+9): (can dock at pirate anarchy ports without station hacks and pirate patrols turn friendly Out of Sector in sectors with player property)

-1-(+4): (can dock at Pirate Base stations but all pirate ships are hostile)

-5(-2): (all things piratey want your doubloons)

Split

+10: Honoured Strong Arm of Rhonkar

+9: Honoured Imperator of Rhonkar

+8: Inner Circle of Rhonkar

+7: Privileged Associate of Rhonkar

+6: Family Protector

+5: Distinguished Associate

+4: Family Friend

+3: Comrade

+2: Friend

+1: Known Venturer

0: Creature

-1: Shameless Creature

-2: Family Outcast

-3: Family Enemy

-4: Enemy of Rhonkar

-5: Enemy of all Split Families

Teladi

+10: Company Director

+9: Venture Capitalist

+8: Venture Profiteer

+7: Company Owner

+6: Company Manager

+5: Majority Shareholder

+4: Shareholder

+3: Company Trader

+2: Company Helper

+1: Profit Opportunity

0: Profit Initiate

-1: Profit Liability

-2: Mercantile Rebel

-3: Commercial Anarchist

-4: Commercial Enemy

-5: Enemy of the Corporation

Terran

+10: Hero of Sol

- +9: Solar Sentinel
- +8: Guardian of Earth
- +7: Planetary Senator
- +6: Servant of Terra
- +5: Warrior of Io
- +4: Marshall of Mars
- +3: Senatorial Advisor
- +2: Regional Representative
- +1: Local Councillor
- 0: Citizen
- 1: Revolutionary
- 2: Renegade
- 3: Insurgent
- 4: Terrorist
- 5: Enemy of Sol

Yaki

Yaki reputation does not show up in the My Pilot Status menu but their Race Rank can be guessed based on certain features

- +10: (stations say "We are honoured to welcome you aboard this Yaki station.")
- +5-(+9): (stations say "We wish to welcome aboard this Yaki station. You are among friends here.")
- 1-(+4): (stations say "Welcome aboard this Yaki station.")
- 2: (the Shuri in Weavers Tempest is hostile and stations there will not allow the player to dock but other ships and stations are still friendly)
- 5-(-3): (unable to dock at any Yaki station and Yaki ships throughout the X-universe are hostile)

Corporations

Atreus

Mirrors Boron Race Rank

- +10: Knight of Atreus
- +9: Shipbuilding Guardian
- +8: Atreus Currents Shareholder
- +7: Shipbuilding Protector
- +6: Trusted Wholesaler
- +5: Shipbuilding Specialist
- +4: Technology Broker
- +3: Specialist Supplier
- +2: Confirmed Supplier
- +1: Potential Contact
- 0: Potential Friend
- 1: Antagonist
- 2: Adversary

- 3: Confirmed Enemy
- 4: Enemy of Shipbuilding
- 5: Enemy of Atreus

Duke's

Mirrors Pirates Race Rank

- +10: Honour Guard of Priest Duke
- +9: Priest Duke's Guardian
- +8: Priest Duke's Warrior
- +7: Priest's Guard
- +6: Buccaneers' Specialist
- +5: Buccaneers' Assassin
- +4: Buccaneers' Professional
- +3: Duke's Buccaneer
- +2: Associate
- +1: Accomplice
- 0: Potential Contact
- 1: Suspected Informer
- 2: Enemy
- 3: Confirmed Enemy
- 4: Confirmed Insurgent
- 5: Enemy of the Duke

Industritech

The Race Rank of this corporation is only affected by making right and wrong choices for the Corporation Troubles random missions

- +10: Absolute Monopoly (stop getting Corporation Troubles random missions)
- +9: Top 3 Most Valuable Corporation
- +8: Top 10 Most Valuable Corporation
- +7: Brand Leader
- +6: Strong Competitor
- +5: Trusted Bank Client
- +4: Customer Favourite
- +3: Profit Orientated
- +2: Operating in the Black
- +1: First Positive Steps (payout value at the end of the Corporation Troubles plot starts increasing over time)
- 0: Break Even (payout value at the end of the Corporation Troubles plot stops reducing over time)
- 1: Operating in the Red
- 2: Increasing Debts
- 3: Losing Contracts
- 4: Insolvent

-5: Bankrupt (liquidity of the corporation slowly drops over time)

Jonferco

Mirrors Argon Race Rank

- +10: Hero of Jonferson
- +9: Jonferson Crusader
- +8: JSDD Shareholder
- +7: JSDD Protector
- +6: JSDD Specialist
- +5: JSDD Broker
- +4: JSDD Professional
- +3: Capitalist
- +2: Skilled Dealer
- +1: Hired
- 0: Apprentice
- 1: Nuisance
- 2: Disruption
- 3: Confirmed Enemy
- 4: Enemy of Progress
- 5: Enemy of Jonferson

NMMC

Mirrors Teladi Race Rank

- +10: Hero of Profit
- +9: Profit Overlord
- +8: PTNI Shareholder
- +7: Nividium Specialist
- +6: Professional Nividium Broker
- +5: Nividium Broker
- +4: Mineral Specialist
- +3: Professional Supplier
- +2: Confirmed Supplier
- +1: Contracted Trader
- 0: Friend
- 1: Trade Nuisance
- 2: Mining Disruption
- 3: Kha'ak Sympathiser
- 4: Enemy of Nividium
- 5: Enemy of PTNI

OTAS

Mirrors Argon Race Rank

- +10: OTAS Legend
- +9: OTAS Hero
- +8: OTAS Guardian
- +7: OTAS Master Chief
- +6: Combat Expert
- +5: Combat Field Agent
- +4: Armaments Professional
- +3: Security Specialist
- +2: Combat Support
- +1: Hired Security
- 0: Contracted
- 1: Suspected Security Breach
- 2: Known Antagonist
- 3: Confirmed Enemy
- 4: Confirmed Insurgent
- 5: Enemy of OTAS

Plutarch

Mirrors Argon Race Rank

- +10: Industrialist Legend
- +9: Trade Guardian
- +8: Plutarch Shareholder
- +7: Merchant Protector
- +6: Transportation Specialist
- +5: Merchant Miner
- +4: Mineral Specialist
- +3: Professional Supplier
- +2: Confirmed Supplier
- +1: Hired Trader
- 0: Potential Contact
- 1: Nuisance
- 2: Disruption
- 3: Confirmed Enemy
- 4: Enemy of Free Trade
- 5: Enemy of Plutarch

Strongarms

Mirrors Split Race Rank

- +10: Honoured Strong Arms Legend

- +9: Imperator of Strong Arms
- +8: Strong Arms' Battlemaster
- +7: Strong Arms' Protector
- +6: Strong Arms' Assassin
- +5: Warrior Specialist
- +4: Warrior
- +3: Combat Support
- +2: Associate
- +1: Accomplice
- 0: Friend
- 1: Outcast
- 2: Combat Nuisance
- 3: Confirmed Enemy
- 4: Enemy Warrior
- 5: Enemy of Strong Arms

Terracorp

Mirrors Argon Race Rank

- +10: Terracorp Legend
- +9: Kho's Hero
- +8: Crusader of Getsu Fune
- +7: Security Master Chief
- +6: Terracorp Protection Specialist
- +5: Terracorp Protection Agent
- +4: Terracorp Professional
- +3: Security Specialist
- +2: Combat Support
- +1: Hired Protection
- 0: Contracted
- 1: Potential Security Breach
- 2: Suspected Enemy
- 3: Confirmed Antagonist
- 4: Confirmed Insurgent
- 5: Enemy of Terracorp

