

A Brief overview of Skills and Skill Training Process in EVE

The information contained here is intended as a rough guide and basic facts. The world of EVE is dynamic by nature – some information becomes obsolete or takes different shade with time. It is important to keep the above in mind.

There are no ‘set professions’ in EVE per se, you can certainly specialise – it helps in the long run to achieve greater success. Some skills are absolutely necessary if you ever wish to progress at any decent pace. So, I will outline them first. Then I shall move on to the skills/descriptions of specialisation. Also, please remember that when I am talking about skills I am generally referring to someone who has a single character. It is possible, to make it easier, to run two characters/account and split specialisation between them. This is something many older/veteran players have realised early on in the game and it is technically advisable if you are planning to stay in game for any extended period of time.

Before I move to the discussion of skills, training, and character specialisation any further let me touch upon this idea of dual accounts. It is a good scheme to have them – even for a short while as you are training a secondary specialised character. This will allow you to have two independent skill trainings at once. For example, most common use for dual accounts is to split combat/hauling skills and industrial/production/mining skills. It is possible, after a six-month period (I would advise a year), to develop a fully stable and absolutely perfect manufacturer/miner/industrialist and at the same time have a very good PVP/Mission runner/Hauler character. As things stand – at the end you can consolidate both accounts – i.e. move a character from account X to account Y and close the account X. This would allow you a greater degree of flexibility while you training them – and by the time they become half decent you will know enough about the mechanics of the game to make an educated decision as to whether maintain two accounts or not.

Stage One: Learning Skills

Now, let us begin talking about characters & specialisations.

One of the most advisable ways to co-ordinate the skill training is to create a character with Industrial/Mining and Mission Running Skills. This is if you choose to have a single account. Please note, that if you can substitute Mission Running for PVP since those are closely related.

When you first start training you character do not rush around buying different skills for different racial turrets and racial ships. Make a choice to stick with one race (at the beginning) preferably the one to which your character belongs i.e. Gallente, Caldari, Amarr or Minmatar.

First and foremost, you must train learning skills. Those include:

Instant recall	1-point bonus to Memory per level.
Analytical Mind	1-point bonus to Intelligence per level.
Learning	[2% bonus per level to all attributes resulting in a overall faster skill training time.]
Iron Will	1-point bonus to Willpower per level.
Spatial Awareness	1-point bonus to Perception per level.
Empathy	1-point bonus to Charisma per level.

Begin by training **Instant Recall** to L4 and then **Analytical Mind** to L4. Then Switch to **Learning** and train that skill to L4. Following that you need to switch to **Instant Recall** and train it to L5 and then **Learning** to L5 and then **Analytical Mind** to L5. This allow you to train the above three skills at its most efficient pace. At the same

time – once you have **Analytical Mind, Instant Recall** and **Learning** at L5 you will have maximum Impact on training rest of the learning skills. At this point you must train rest of the learning skills to L5: **Spatial Awareness, Iron Will, Empathy**. Theoretically, you can forgo the training of **Empathy** till a later date. It will not influence you significantly enough in the beginning to worry about much.

Now, once the above learning skills have been completed you have a choice:

- 1) Try to scrape enough ISK to purchase advanced Learning Skills.
- 2) Forget about advanced Learning Skills and move on to the next step.

Before I move on to the next step I will discuss Advanced Learning Skills. They add additional attributes to your character, on top of already existing/acquired attributes.

The following are Advanced Learning Skills:

Eidetic Memory
Logic
Focus
Clarity
Presence

The above skills have a pre-requisite/condition. The only way you can train these skills is if you have already got their standard equivalent to L5. Thus, in order for you to train **Eidetic Memory** you must have **Instant Recall** and **Learning** at L5. These skills give same attributes as their standard counterparts – thus allowing you to acquire greater attributes and in turn speed up training times. Again, I would recommend to train them all other than **Presence** (Charisma Modifier), this will allow you a faster progression and Charisma is not as important at this time as getting on your feet in shortest possible period.

Now, one thing to remember – DO NOT TRAIN Advanced Learning Skills above level four, it is not worth the time or effort. The benefit of all Advanced Learning Skills at L5 is far bellow the drawback of having to wait over two months for them to complete. You are far more likely to train quite allot of proper skills in that time – around 2 million, on average, than if you had to wait for Advanced Skills to complete.

Stage Two: Ships/Weapons & Supporting Skills

Now that we have got the Learning Skills out of the way and you are ready to get some **Spaceship Command** Skills under your Belt. For example sake we shall stick with the Gallente Model.

You should have, at the very least, **Gallente Frigate L2** when you start the game. If you don't – not a big deal – trains fast enough at first.

Spaceship Command L4
Gallente Frigate L4

These are the skills to train next. Once they are done move on to the weapons. Since Gallente primarily use Hybrid

Weapons we will concentrate on gunnery. If you are Caldari you can do Missile Skills. However, it is imperative that you realise that Missile Skills are a bit trickier at this time and require quite a lot of specialisation and time to be efficient. As opposed to straight-up gunnery skills and racial turret specialisations. So, moving on to Gunnery Skills.

Gunnery L5
Small Hybrid Turret L5
Controlled Bursts L4
Motion Prediction L4
Rapid Firing L4
Sharpshooter L4
Surgical Strike L4
Weapons Upgrades L4

At this point you can fly a Frigate and Fire a Small Gun with some efficiency. However, it seems that sometimes you cannot fit all the weapons you want and you aren't that fast and you definitely have a big problem maintaining repair rate that you need. At this point we shall discuss supporting skills like **Engineering, Electronics, Mechanic** and **Navigation**. They are extremely important if you wish to survive for more than 10 Seconds.

Mechanic Skills (Allows you to achieve more: Structure, Armour, Repair Time and better Cargo Space)

Mechanic L4
Hull Upgrades L4
Repair Systems L4

Engineering Skills (Anything to do with Energy management, Nosferatus and general Capacitor and Power Grid)

Engineering L5
Energy Grid Upgrades L4
Energy Management L4
Energy Emission Systems L3

Electronics Skills (Anything to do with your CPU, EW, Targeting, Lock Speed and Cloaking)

Electronics L5
Targeting L4
Electronic Upgrades L4
Signature Analysis L4
Long Range Targeting L4
Propulsion Jamming L3
Sensor Linking L2
Target Painting L2

Navigation Skills (Anything to do with the speed and agility of your ship, AB and MWD Duration and Energy Spent)

Navigation L5
Evasive Manoeuvring L4

AfterBurner L4

High Speed Manoeuvring L3/L4

Acceleration Control L4

Fuel Conservation L4

Warp Drive Operation L4

Spaceship Command L5 (Although not part of Nav. Skills – it makes your ship more agile and is Highly recommended – as you know it is part of Spaceship Command Skills Module)

Drones.

Well, drones are important to most – they are fairly easy to understand so I will not mention them here. You can discover them on your own.

Now, last but not least. Science Skills. There will come time when you come across implants. They are not going to be great and powerful – but then you are still not that rich. However, it is a good idea to have your head ready to accept them. In order to accept them you must have a science skill called **Cybernetics**. In order to train **Cybernetics** you will need a Science Skill. So here you go:

Science L3

Cybernetics L4

This Concludes Stage two.

Stage Three: Industrial Skills/Mining & Manufacturing

In order for you to be able to support yourself – whether you are a hardcore PVP'er or Mission Runner you will need to mine. When you mine you get Ore and then you refine the ore into minerals. You will Sell them at first, as you become stronger, richer, smarter and better you might want to keep them and start building stuff for yourself (provided you have the skills). Or, conversely, you can just continue selling your minerals and make ISK that way and just buy ships.

Whatever suits you. Remember, we are still talking about a Single Account Here. The industrial skills, however, can be trained on the second account – to allow you faster progression and specialisation. I believe I have mentioned it before. At the same time, don't forget, you will need to train the Learning Skills as well as Supporting Skills on the second account as well. Perhaps you can forgo the Targeting/EW Skills in electronics – since if you training an industrialist they will not fight. However all other skills – which have nothing to do with Warfare are extremely important.

Industry L5

Mining L5

Mass Production L3/L4

Refining L5

Refinery Efficiency L4

Production Efficiency L5

Individual Processing Skills Like Omeber, Plagioclase, Scordite & Veldspar can be trained to L3 – with Refining L5 and Refinery Efficiency L4 in addition to them you will have a 100% Refining Yield. However, you will need to train Science Skill Called **Metallurgy** to at least L3 in order to be able to train Individual Ore Processing Skills. Production Efficiency Skill is only worth it at L5 – it will allow you save about 20-25% off wastage factor on any BPC – thus

allowing you to build Waste Free/Perfect.

You would also want to consider training a Mining Barge. If you are using a single account to run EVE and are not planning to specialise in Industry/Production it is a good idea to stop at **Retriever** – a medium barge. In order to drive a Retriever and use Stripminer I you will need following Skills:

Mining Barge L3
Astrogeology L3
Science L4
Mining L5
Industry L5

If you wish to drive a **Covetor** – a Large Mining Barge you will need following Skills:

Mining Barge L5
Astrogeology L5
Science L4
Mining L5
Industry L5

Another good idea would be to be able to drive an industrial Ship. Biggest Industrial Hauler in Game – other than Freighters – is Itron Mark V. If you wish to train that you will need:

Gallente Industrial L5
Spaceship Command L3
Gallente Frigate L3
Spaceship Command L1

This concludes Stage Three.

Stage Four: Specializations

Here I will primarily point out skill lists and various possible specialisations as far as Ships/Weapons are concerned. As far as industrial specialisation is concerned its fairly complicated – however by the time you are at the skill level in your character where you will require specialisation on any subject – you will know quite allot and wont need me to explain it to you. That is why I am just listing Skills and brief overviews here.

Frigate/Cruiser Specialisation:

All Navigation Skills L5
[All that Deal With Agility, Device Energy Consumption and Speed L5 rest L4)
Racial Frigate Skill L5
Racial Cruiser Skill L5
Spaceship Command L5
Mechanic Skills at L5
[All of them]

Gunnery L5
Controlled Bursts L5
Motion Prediction L5
Rapid Firing L5
Sharpshooter L5
Surgical Strike L5
Weapons Upgrades L5
Light & Medium Racial Gun L5
Light & Medium Racial Gun Specialisation L4
Electronics L5
Targeting L5
Electronic Upgrades L5
Signature Analysis L5
Long Range Targeting L5
Propulsion Jamming L4
Sensor Linking L4
Target Painting L4
Engineering L5
Energy Grid Upgrades L5
Energy Management L5
Energy Emission Systems L4

This is just an example. But I am sure you get an idea where it would lead when you will choose to specialise in Large Guns and be really good at driving battleships.

This concludes Stage Four.

Epilogue:

If you are a Caldari and Plan to use missiles and Shield tanking – take a look on the market and you will see the equivalent of the skills described above for Shield Tanking and Missile Specialisation. Admittedly Caldari as a race are little in disadvantage since it does take quite a while to be good at proper Shield Tanking and Missile Specialisation. However, don't let this discourage you – you can also use guns and any thither weapons. Same applies to those who are not Caldari but wish to fly Caldari ships and use missiles properly.

If you are an Amarr specialising character: then you will go with equivalent skills on Lasers Turrets. Same Specialisations and at the same time you will be Armour Tanking which means that all Engineering and Mechanic skills are very important.

If you are a Minmatarr – same for you as far as specialisation is concerned and you will go with Projectiles turrets. You have a choice between Armour and Shield tank. To be honest most people go with Armour and pickup Shield Skills Later.

Main thing to remember is that you should avoid wasting time training skills half way and then dropping them. Once you have made the decision as to what you going to use for your guns, what ship you are planning to fly and what type of tank you wish to sustain – stick with it. Get good at it – before you choose to go to a different skill/ or change specialisation.