Eve Online Item Attributes

by Nimbal Ghan

version from August 6, 2008

1 Why this guide?

When you flip through the pages of this document, you will often see explanations for things that seem (and often are) obvious. Still, as a new player to Eve, the meaning of some attributes wasn't obvious at all. So the following pages are mainly meant for newcomers.

If you have additions, corrections, comments or critique (good and bad) about this guide, please mail me ingame (Character Name: "Nimbal Ghan"). Thank you.

2 Legal Stuff

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3 Version History

June 17, 2008:	Initial Version
June 18, 2008:	Index added, reordering of some items
August 6, 2008:	Modifying skills, modules and implants added as well as some minor attributes

⏚ Accuracy Falloff

<u>Found on:</u>

- Ship Modules that can affect other objects in space

<u>Modified by Skills:</u>

- *Trajectory Analysis* for weapon turrets

- *Frequency Modulation* for ECM modules

<u>Modified by Modules:</u>

- [Rig]*Energy Ambit Extension* for energy turrets

- [Rig]*Hybrid Ambit Extension* for hybrid turrets

- [Rig]*Projectile Ambit Extension* for projectile turrets

<u>Modified by Implants:</u>

- [Slot 7]*Zainou 'Deadeye' ZGC*

<u>Description:</u>

If you use this module on a target that is beyond the module's ↪*Optimal Range*, you will receive a penalty. At optimal range + accuracy falloff, the module will work with only 50% effectiveness. At optimal range + twice the accuracy falloff, the module will have no effect. "Effectiveness" can mean varying things depending on the module. For turrets, it's obviously damage. For ECM it is the chance to jam the target that is decreased. For other electronic warfare modules, the respective penalty for the other ship will be lessened.

⏚ Activation Cost

<u>Found on:</u>

- Active Modules

<u>Modified by Skills:</u>

- *(Capital) Energy Emission Systems* for energy neutralizers, transmitters and vampires

- *(Capital) Remote Armor Repair Systems* for remote armor repairers

- *(Capital) Hull Repair Systems* for remote hull repairers

- *(Capital) Shield Emission Systems* for shield transporters

- *Capital Shield Operation* for capital shield boosters

- *Controlled Bursts* for weapon turrets

- *Electronic Warfare* for ECM modules

- *Fuel Conservation* for afterburners

- *Propulsion Jamming* for warp scramblers and stasis webbers

- *Sensor Linking* for sensor boosters and dampeners

- *Shield Compensation* for (non-capital) shield boosters

- *Target Painting* for target painters

- *Weapon Disruption* for tracking disruptors

Modified by Modules:

- [High]*Armored Warfare Link - Damage Control* for fleet members' remote and self armor repairers

- [High]*Mining Foreman Link - Harvester Capacitor Efficiency* for fleet members' mining lasers and gas / ice harvesters

- [High]*Siege Warfare Link - Shield Efficiency* for fleet members' shield boosters and shield transporters

- [Rig]*Core Defence Capacitor Safeguard* for shield boosters

- [Rig]*Dynamic Fuel Valve* for afterburners and microwarpdrives

- [Rig]*Egress Port Maximizer* for energy transmitters, neutralizers and vampires

- [Rig]*Energy Discharge Elutriation* for energy turrets

- [Rig]*Hybrid Discharge Elut* for hybrid turrets

- [Rig]*Remote Repair Augmentor* for remote armor repair systems

- [Rig]*Signal Disruption Amplifier* for ECM modules

- [Rig]*Warp Core Optimizer* for initiating warps

Modified by Implants:

- [Slot 6]*Zainou 'Sprite' KXX* for capital shield transporters

- [Slot 7]*Inherent Implants 'Gentry' ZEX* for capital remote armor repair systems

- [Slot 7]*Inherent Implants 'Lancer' G* for weapon turrets

- [Slot 7]*Inherent Implants 'Noble' ZET* for remote armor repair systems

- [Slot 7]*Inherent Implants 'Squire' EE* for energy emission systems

- [Slot 8]*Eifyr and Co. 'Rogue' DY* for afterburners

- [Slot 8]*Zainou 'Gnome' KXA* for shield transporters

- [Slot 8]*Zainou 'Gypsy' KQB* for webbers

- [Slot 9]*Eifyr and Co. 'Rogue' GY* for microwarpdrives

- [Slot 9]*Zainou 'Gypsy' KOB* for electronic warfare modules

- [Slot 9]*Zainou 'Gypsy' KRB* for sensor links

- [Slot 9]*Zainou 'Gypsy' KSB* for weapon disruptors

- [Slot 9]*Zainou 'Gypsy' KTB* for target painters

Description:

For each cycle ($\hookrightarrow$*Activation Time*) that this module is active, this amount of energy will be drawn from you capacitor.

⌛ Activation Time

Found on:

- Active Modules

Modified by Skills:

- *Bomb Deployment* for bomb launchers

- *Projected Electronic Countermeasures* for ECM burst modules

- *Afterburner* for.. well... go figure

- *(Capital) Repair Systems* for armor repairers

- *Energy Pulse Weapons* for smart bombs

Modified by Modules:

- [High]*Mining Foreman Link - Laser Optimization* for fleet members' mining lasers and gas / ice harvesters

- [High]*Siege Warfare Link - Active Shielding* for shield boosters and transporters

- [Rig]*Core Defence Operational Solidifier* for shield boosters

- [Rig]*Engine Thermal Shielding* for afterburners and microwarpdrives

- [Rig]*Nanobot Accelerator* for armor repair systems

Modified by Implants:

- [Slots 1-5]*Talisman Set* for energy transmitters, neutralizers and vampires. Slot depends on the attribute the implant boosts

- [Slot 6]*Eifyr and Co. 'Rogue' EY* for afterburners

- [Slot 6]*Inherent Implants 'Gentry' ZEX* for capital armor repair modules

- [Slot 6]*Inherent Implants 'Noble' ZET* for armor and hull repair modules

- [Slot 6]*Numon Family Heirloom* for repair systems

- [Slot 7]*Zor's Custom Navigation Link* for afterburners

- [Slot 7]*Inherent Implants 'Squire' EP* for energy pulse weapons

- [Slot 8]*Eifyr and Co. 'Alchemist' ZA* for gas harvesters

- [Slot 8]*Poteque Pharmaceuticals 'Prospector' PPH* for scan probes

- [Slot 9]*Inherent Implants 'Lancer' G* for all turrets

- [Slot 9]*Pashan's Turret Customization Mindlink* for all turrets

- [Slot 10]*Inherent Implants 'Yeti' BX* for ice harvesters

- [Slot 10]*Poteque Pharmaceuticals 'Prospector' PPZ* for salvage, hacking and archaeology modules

- [Slot 10]*Zainou 'Deadeye' ZMM* for missile launchers

- [Slot 10]*Whelan Machorin's Ballistic Smartlink* for missile launchers

Description:

> When you activate this module, its effects will take place after this amount of time. While it is active, the effect will be reapplied after this amount of time until the capacitor runs dry or you deactivate it.

⧗ Anchoring Delay

Found on:

- Some Deployable Equipment

Description:

> When you put this object into space, it needs this amount of time to become operational.

🜸 Area of Effect

Found on:

- Bombs

- Smartbombs

Description:

Every ship that is within this range of the explosion will be damaged. Even friendlies, so watch your fire.

Armor Damage Resistance

Description:

↪*Damage Resistance.*

Armor Hitpoints

Found on:

- Some Deployable Equipment

Description:

↪*Hitpoints.*

Armor HP Repaired

Found on:

- (Remote) Armor Repair Systems

- Repair Drones

Modified by Skills:

- *Repair Drone Operation* for repair drones

Modified by Modules:

- [Rig]*Auxiliary Nano Pump* for ship repair systems

- [Rig]*Drone Repair Augmentor* for repair drones

Modified by Implants:

- [Slot 9]*Inherent Implants 'Noble' ZET*

Description:

The amount of armor points recovered per cycle while this module / drone is active.

Asteroid Specialisation Group

Found on:

- Mining Crystals

Description:

If you mine this mineral with this crystal, you will get extra yield.

Asteroid Specialisation Yield Modifier

Found on:

- Mining Crystals

Description:

The amount of bonus yield you will get per cycle when you use the crystal on its specialisation group (↪*Asteroid Specialisation Group*).

Bandwidth Needed

Found on:

- Drones

Description:

To control this drone, you need this amount of free drone bandwidth (↪*Drone Bandwidth*).

Base Damage

Found on:

- Ammunition

Flavours:

 Armor

 Shield

Description:

These two values are precalculated maximum damage numbers under optimal circumstances. Kalie Erry has posted a nice explanation with examples of this (http://eve-search.com/thread/524081/page1):

The precalculated armor damage is based on the highest damage vs. "type" of armor. I actually noticed this yesterday calculating things ingame, and seeing how one type of ammo hits Caldari armor for more than Amarr, Gallente, or Minmatar armor, and that number is used on the info window.

Examples:

- EMP S: 5 EM damage, 4 Explosive damage, 2 Kinetic damage: 7.1 base armor damage
  - vs. Amarr(60% EM/20% Exp/25% Kin/35% Therm): 6.7 damage
  - vs. Caldari(60% EM/10% Exp/25% Kin/45% Therm): **7.1 damage**
  - vs. Gallente(60% EM/10% Exp/35% Kin/35% Therm): 6.9 damage
  - vs. Minmatar(70% EM/10% Exp/25% Kin/35% Therm): 6.6 damage
- Iridium Charge S: 4 Kinetic damage, 3 Thermal damage: 4.95 base armor damage
  - vs. Amarr(60% EM/20% Exp/25% Kin/35% Therm): **4.95 damage**
  - vs. Caldari(60% EM/10% Exp/25% Kin/45% Therm): 4.65 damage
  - vs. Gallente(60% EM/10% Exp/35% Kin/35% Therm): 4.55 damage
  - vs. Minmatar(70% EM/10% Exp/25% Kin/35% Therm): **4.95 damage**

Calibration

Found on:

- Ships (Fitting)

Description:

Each rig uses some of these calibration points, similar to modules using ↪*CPU* and ↪*Powergrid*.

Calibration Cost

Found on:

- Rigs (aka Ship Modifications)

Description:

Similar to the ↪*Powergrid Usage* and ↪*CPU Usage* of normal modules, rigs use up ↪*Calibration*. The amount of Calibration points you can allot for rigs is shown in your ship's attribute tab.

Can Not Auto Repeat

Found on:

- All modules that are one shot

Description:

Usually, when you activate a module, it runs until you deactivate it or you run out of capacitor. Modules that have this value at "1" will deactivate automatically after one cycle, usually because it wouldn't make sense to run more than one cycle with them. For example, scanners have this attribute. When you have scanned an asteroid or something, you know its composition. Why scan again?

Capacitor Bonus

Found on:

- Capacitor Booster Charges

Description:

When you use this charge with a Capacitor Booster, your capacitor will gain this much energy. Any energy that exceeds your maximum capacitor charge will be lost.

Capacitor Need

Found on:

- Ships (Jumpdrive)

Modified by Skills:

- *Jump Drive Operation*

Description:

The amount of capacitor energy a jump costs. Only found on ships with a jump drive, obviously.

Capacitor Need Bonus

Found on:

- Ammunition

Description:

Using this charge will modify the amount of capacitor energy your turret will use upon firing. A negative percentage means it will us less energy, a positive means it will use more.

Capacitor Recharge Rate Bonus

Found on:

- Ammunition
- Capacitor Flux Coils

Description:

Using this charge / module will modify the recharge rate of your ship's capacitor (for ammunition explained by the need to divert energy to the thrusters to counter recoil). A negative percentage means your capacitor will recharge slower. A positive percentage means your capacitor will recharge faster.

Capacity (Capacitor)

Found on:

- Ships (Capacitor)

Modified by Skills:

- *Energy Management*

Modified by Implants:

- [Slot 8]*Inherent Implants 'Squire' CC*

Description:

The maximum amount of energy your capacitor can store.

Capacity (Cargo Hold)

Found on:

- Ships
- Everything else you can put something into

Modified by Modules:

- [Low]*Expanded Cargohold*
- [Rig]*Cargohold Optimization*

Description:

Maximum total volume of cargo that fits in this object.

🏮 Charge Size

Found on:

- Hybrid Charges
- Projectile Ammunition

Description:

The size of the charge has to be the same as the size of the turret you want to use it in.

Copy

Found on:

- Blueprint Originals & Copies

Description:

Whether this blueprint is just a copy or not. Copies can only be used for a limited amount of production runs and cannot be further researched.

CPU

Found on:

- Ships (Fitting)

Modified by Skills:

- *Electronics*

Modified by Modules:

- [Low]*Co-Processor*
- [Low]*CPU Enhancer*

Modified by Implants:

- [Slot 6]*Zainou 'Gypsy' KMB*

Description:

The maximum amount of CPU power available for modules. Offline modules don't use CPU.

🪙 CPU Usage

Found on:

- Ship Modules

Modified by Skills:

- *Covert Ops* applies only to a Covert Ops cloak

- *Electronics Upgrades* for sensor backup arrays

- *Energy Grid Upgrades* for almost everything augmenting your ship's power grid or capacitor

- *Mining Upgrades* for mining laser and ice harvester upgrades

- *Weapon Upgrades* for smartbombs, turrets and bomb / missile launchers

Modified by Modules:

- [Rig]*Algid Energy Administrations Unit* for energy turrets

- [Rig]*Algid Hybrid Administrations Unit* for hybrid turrets

- [Rig]*Liquid Cooled Electronics* for ECCM modules and Co-Processors

- [Rig]*Powergrid Subroutine Maximizer* for all power upgrade modules

Modified by Implants:

- [Slot 6]*Zainou 'Gnome' KTA* for launchers

- [Slot 6]*Zainou 'Gypsy' KLB* for electronic upgrade modules

- [Slot 7]*Inherent Implants 'Squire' GU* for energy grid uprgrade modules

- [Slot 10]*Zainou 'Gnome' KZA* for turrets

Description:

To fit this module, you need this amount of free ↪*CPU* power.

Crystals Damage

Found on:

- Frequency & Mining Crystals

Description:

Either 1 or 0. If it is 1, the crystal will randomly take damage when fired and will eventually have to be replaced.

Damage

Found on:

- Ammunition

- Turrets
- Combat Drones

<u>Flavours:</u>

⚡ Electromagnetic

💥 Explosive

🔸 Kinetic

🔥 Thermal

<u>Modified by Skills:</u>

- *"Weapon Skills"* for their respective weapons (exception: missile launchers, see below)

- *"Missile Skills"* for the respective missile type (note: the skill for the ammunition, not the launchers!)

- *"Drone Skills and Racial Drone Specialization"* for their respective drones

- *Drone Interfacing* for drones

- *Surgical Strike* for weapon turrets

- *Warhead Upgrades* for missiles

<u>Modified by Modules:</u>

- [Weapon]*"Ammunition"* maybe ammo can't be called a module, but whatever.

- [High]*Siege Module* for Dreadnought-Class ships

- [Low]*Ballistic Control Systems* for missiles

- [Low]*Gyrostabilizer* for projectile weapons

- [Low]*Heat Sink* for energy weapons

- [Low]*Magnetic Field Stabilizer* for hybrid weapons

- [Rig]*Sentry Damage Augmentor* for Sentry Drones

- [Rig]*Energy Collision Augmentor* for energy weapons

- [Rig]*Hybrid Collision Augmentor* for hybrid weapons

- [Rig]*Projectile Collision Augmentor* for projectile weapons

- [Rig]*Warhead Calefaction Catalyst* for missiles

<u>Modified by Implants:</u>

- [Slot 6]*Eifyr and Co 'Gunslinger' SX* for small projectile turrets

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- [Slot 8]*Eifyr and Co 'Gunslinger' MX* for medium projectile turrets

- [Slot 10]*Eifyr and Co 'Gunslinger' LX* for large projectile turrets

- [Slot 6]*Inherent Implants 'Lancer' G0-Alpha* for small energy turrets

- [Slot 8]*Inherent Implants 'Lancer' G0-Gamma* for medium energy turrets

- [Slot 10]*Inherent Implants 'Lancer' G0-Epsilon* for large energy turrets

- [Slot 10]*Pashan's Turret Handling Mindlink* for large energy turrets

- [Slot 6]*Zainou 'Deadeye' ZGS* for small hybrid turrets

- [Slot 8]*Zainou 'Deadeye' ZGM* for medium hybrid turrets

- [Slot 10]*Zainou 'Deadeye' ZGL* for large hybrid turrets

- [Slot 9]*Zainou 'Snapshot' ZMR* for rockets

- [Slot 9]*Zainou 'Snapshot' ZMN* for standard missiles

- [Slot 7]*Zainou 'Snapshot' ZMH* for heavy missiles

- [Slot 7]*Zainou 'Snapshot' ZME* for heavy assault missiles

- [Slot 6]*Zainou 'Snapshot' ZMU* for cruise missiles

- [Slot 6]*Zainou 'Snapshot' ZMT* for torpedos

- [Slot 6]*Zainou 'Sharpshooter' ZMX* for citadel torpedos

- [Slot 9]*Eifyr and Co 'Gunslinger' CX* for all turrets

Description:

The amount of damage this weapon deals. The damage noted on a charge's attribute tab is added on top of the turret's damage.

◼ **Damage Resistance**

Found on:

- Almost everything you can shoot

- Active and passive armor / shield hardeners

Flavours:

◼ Electromagnetic

◼ Explosive

◼ Kinetic

    Thermal

Modified by Skills:

- *"Compensation" Skills* for passive hardeners and inactive active hardeners (weird word combination, huh?)

Modified by Modules:

- [Mid]*"Shield Hardeners"* for shields and their respective damage type. Hardeners are active modules (meaning it draws capacitor using them)

- [Mid]*Shield Resistance Amplifiers* for shields and their respective damage type, passive modules

- [Low]*"Armor Hardeners"* for armor and their respective damage type. Hardeners are active modules (meaning it draws capacitor using them)

- [Low]*"Energized Plating"* for armor and their respective damage type. The "adaptive" version grants (smaller) resistance to all damage types. Platings are active modules.

- [Low]*Resistance Plating* for armor and their respective damage type, passive modules

- [Low]*Damage Control Systems* for shields, armor and hull, all damage types

- [Rig]*Anti-X Pump* for armor and the damage type X

- [Rig]*Anti-X Screen Reinforcer* for shield and the damage type X

Description:

The damage you are dealing to this object is reduced by this percentage.

Drawback

Found on:

- Rigs (aka Ship Modifications)

Modified by Skills:

- *"Rigging" Skills* for their respective rig types

Description:

Some rigs penalize your ship in some way. Don't ask me why they don't call it "Max Velocity Penalty", "Tracking Speed Penalty" or whatever your rig gimps. Anyway, to learn to which aspect of your ship the drawback is applied, read the text in the description tab.

Drone Bandwidth

Found on:

- Ships

Description:

Every drone that is active in space needs a bit of bandwidth to be controlled. The drone bandwidth effectively controls how many drones you can have out at any time (apart from your drone skill).

Drone Capacity

Found on:

- Ships
- Everything else you can put something into

Description:

Maximum total volume of the drones this ship can transport in its dronebay. Of course, you can carry additional drones in your cargo hold, but you won't be able to launch them in battle.

ECM Burst Radius

Found on:

- ECM Burst Modules

Description:

↪*Area of Effect*, only with ECM, not damage.

Energy Neutralized

Found on:

- Energy Neutralizers

Description:

Your target will dearly miss this amount of energy when you use the neutralizer on him.

🔧 Energy Transfer Amount

Found on:

- Energy Transfer Arrays

- Energy Vampires

Description:

The amount of energy transferred by the module during one cycle.

⬤ Explosion Radius

Found on:

- Missiles

Modified by Skills:

- *Guided Missile Precision*

Modified by Implants:

- [Slot 8]*Zainou 'Deadeye' ZMA* for light, heavy and cruise missiles

- [Slot 10]*Zainou 'Snapshot' ZMF* for friend-or-foe missiles

Description:

If the explosion radius is smaller than the target's ↪*Signature Radius*, the target will suffer the full damage (before resists). If the target's signature radius is smaller than the explosion radius, it will suffer only a fraction of the potential damage of the missile. Think of the missile as a shotgun volley. A barn will be hit by every bullet and suffer the full damage. A little bird in the sky might be hit by none of them (lucky bird).

Explosion Velocity

Found on:

- Missiles

- Bombs

Modified by Skills:

- *Target Navigation Prediction* (that actually reduces the effect of the target's velocity on the damage, but meh)

Modified by Implants:

- [Slot 9]*Zainou 'Deadeye' ZMS* (same as with the skill)

Description:

If the target's total velocity (not transversal, not radial, but total) exceeds the explosion velocity, it will suffer only a portion of the potential damage. So if you are shooting missiles at a fast interceptor, think again.

◎ Gravimetric Strength

Found on:

- ECCM Modules
- Sensor Boosters
- Jammers

Description:

↪*Sensor Strength (ECCM)* for ECCM modules and boosters, ↪*Sensor Strength (ECM)* for jammers.

✈ Hardpoints

Found on:

- Ships (Fitting)

Flavours:

✈ Turret

🚀 Launcher

    Upgrade

Description:

Turret and launcher hardpoints determine the number of turrets and missile launchers you can fit to this ship. Mostly, the sum of turret and launcher hardpoints is equal to the number of high slots available. If not, the remaining high slots can still be used for non-pew-pew things like Remote Repair modules or Nosferatus to drain energy.

Upgrade hardpoints are slots for rigs (which are, in some way, implants for your ship).

🔥 Heat Damage

Found on:

- Modules you can overload

Description:

While this module is overloaded, it will take damage. The higher this number, the higher the damage. I'm not sure about the exact details, though.

Hitpoints

Found on:

- Ships

- Everything else that is floating in space and you can shoot

Flavours:

 Armor

 Shield

 Structure

Modified by Skills:

- *Shield Management* for shields

- *Siege Warfare* for fleet members' shields

- *Hull Upgrades* for armor

- *Armored Warfare* for fleet members' armor

- *Mechanic* for structure

Modified by Modules:

- [Mid]*Shield Extenders* for shield

- [Low]*Armor Plates* for armor

- [Low]*Regenerative Plating* for armor

- [Low]*Reinforced Bulkheads* for hull (don't... just don't)

- [Low]*Reinforced Bulkheads* for hull (don't... just don't)

- [Rig]*Drone Durability Enhancer* for your drones' shield, armor and hull

Modified by Implants:

- [Slots 1-5]*Crystal Set* for shields

- [Slots 1-5]*Imperial Special Ops Field Enhancer Set* for shields

- [Slots 1-5]*Slave Set* for armor

- [Slot 8]*Inherent Implants 'Noble' ZET30* for hull

- [Slot 10]*Inherent Implants 'Noble' ZET50* for armor

- [Slot 10]*Akemon's Modified 'Noble' ZET5000* for armor

- [Slot 10]*Armored Warfare Mindlink* for the armor of your gang's ships

- [Slot 10]*Siege Warfare Mindlink* for the shields of your gang's ships

Description:

This is the amount of damage (after resists) you have to deal to this object to take its shield / armor / structure down

Inertia Modifier

Found on:

- Ships

- Missiles

- Bombs

Modified by Skills:

- *Advanced Spaceship Command* for freighters

- *Capital Ships* for carriers, dreadnoughts and titans

- *Evasive Maneuvering* for all ships

- *Spaceship Command* for all ships

Modified by Modules:

- [Low]*Inertial Stabilizers*

Description:

The lower this value, the easier is it to turn and accelerate the ship. Note that although big ships like freighters can have a low Inertia Modifier, they are still slow to turn because of their high mass.

Some people might find this interesting:

$$t_{Warp} = i \cdot m \cdot 1.61 \cdot 10^{-6}$$

with

t_{Warp}:   Time to warp in seconds
i: Inertia Modifier
m: Mass of the ship (probably total, with modules and cargo)

Source:
http://myeve.eve-online.com/ingameboard.asp?a=topic&threadID=506714

In case of missiles, this value has a similar meaning. The lower it is, the faster the missile can turn to follow its target.

Jump Drive Consumption Amount

Found on:

- Ships (Jumpdrive)

Modified by Skills:

- *Jump Fuel Conservation*

Description:

The amount of fuel that is needed for one jump.

Jump Drive Fuel Need

Found on:

- Ships (Jumpdrive)

Flavours:

Helium Isotopes(Amarr)

Nitrogen Isotopes (Caldari)

Oxygen Isotopes (Gallente)

Hydrogen Isotopes (Minmatar)

Description:

The type of fuel needed for the jump drive.

LADAR Strength

Found on:

- ECCM Modules
- Sensor Boosters
- Jammers

Description:

↪*Sensor Strength (ECCM)* for ECCM modules and boosters, ↪*Sensor Strength (ECM)* for jammers.

Licensed Production Runs Remaining

Found on:

- Blueprint Originals & Copies

Description:

For a blueprint ↪*Copy*, this will show how many units you can produce with it. For an original, it will be "Infinity".

◎ Magnetometric Strength

Found on:

- ECCM Modules
- Sensor Boosters
- Jammers

Description:

↪*Sensor Strength (ECCM)* for ECCM modules and boosters, ↪*Sensor Strength (ECM)* for jammers.

Manufacturing Time

Found on:

- Blueprint Originals & Copies

Description:

The time it will take to produce one unit with this blueprint, without bonuses of skills.

Manufacturing Time (You)

Found on:

- Blueprint Originals & Copies

Modified by Skills:

- *Industry*

Modified by Implants:

- [Slot 8]*Zainou 'BeanCounter' F*

Description:

    The time it will take you to produce one unit with this blueprint, with your current skillset and bonuses.

🎒 Mass

Found on:

- Many items. Those that don't have it listed are too light to have any effect. Note that the mass of your cargo isn't added to your ship's mass.

Modified by Modules:

- [Low]*Nanofiber Structure* for your ship's mass

Description:

    Pretty obvious. For some further information in regards to ships, see Inertia Modifier.

Mass Addition

Found on:

- Armor Plates

Description:

    Adding armor plates to your ship will add to its mass. This will reduce your maneuverability.

🎒 Mass Reduction

Found on:

- Nanofibre Internal Structure

Description:

    This will reduce your ship's mass, increasing its maneuverability.

Material Level

Found on:

- Blueprint Originals & Copies

Description:

The higher the material level of a blueprint, the less material it costs to build something with it. See ↪*Wastage Factor* for further information.

⌛ Max Flight Time

Found on:

- Missiles
- Bombs
- Scan Probes

Modified by Skills:

- *Missile Bombardment*

Modified by Modules:

- [Rig]*Rocket Fuel Cache Partition*

Description:

The fuel of the missile / probe will last for this amount of time (in seconds).

◉ Max Locked Targets

Found on:

- Ships

Modified by Skills:

- *Note:* these skills don't actually improve the number of targets the ship's computer can lock, but rather allow you to use this much target slots.

- *Targeting*

- *Multitasking* (requires Targeting V, so you only need this when you want more than 6 targets)

Modified by Modules:

- [High]*Auto Targeting Systems* does actually increase your ship's max locked targets, but not your skill at targeting ships

Description:

The maximum number of targets you can lock at any one time.

⇉ Max Tractor Velocity

Found on:

- Tractor Beams

Description:

When you pull an object with the tractor beam, it will come at you with this speed, regardless of your current speed and direction headed.

🛸 Maximum Jump Range

Found on:

- Ships (Jumpdrive)

Modified by Skills:

- *Jump Drive Calibration*

Description:

The maximum distance between current solar system and the destination system for a jump. Only found on ships with a jump drive, obviously.

⟫ Max Velocity

Found on:

- Ships

- Missiles

- Bombs

Modified by Skills:

- *Missile Projection* for missiles

- *Defender Missiles* for defender missiles

- *Navigation* for ships

- *Skirmish Warfare* for fleet members' velocity

Modified by Modules:

- [Mid]*Afterburner*

- [Mid]*Microwarpdrive* (doesn't work in deadspace)

- [Rig]*Drone Speed Augmentor* for drones

- [Rig]*Auxiliary Thrusters* for ships

Modified by Implants:

- [Slots 1-5]*Snake Set* for ships

- [Slot 7]*Zainou 'Deadeye' ZML* for missiles

- [Slot 7]*Shaqil's Speed Enhancer* for ships

- [Slot 8]*Zainou 'Snapshot' ZMD* for defender missiles

- [Slot 10]*Skirmish Warfare Mindlink* for your gang's ships

Description:

The maximum sub-light velocity the ship can reach without afterburners or micro warpdrives.

For a missile or bomb, multiply this with the Max Flight Time of the missile and you get the range of it. Note that the real range will be slightly below that because the missiles need a bit of time to accelerate to their maximum velocity and will not always fly in a straight line.

⇉ Max Velocity Bonus

Found on:

- Afterburners

- Microwarpdrives

Modified by Skills:

- *Acceleration Control* for both afterburners and microwarpdrives

Modified by Modules:

- [Mid]*Afterburner*

Modified by Implants:

- [Slot 8]*Zor's Custom Navigation Hyper-Link*

- [Slot 10]*Eifyr and Co. 'Rogue' MY*

Description:

The bonus to your ship's maximum velocity when the afterburner / MWD is active.

Maximum Scan Deviation

Found on:

- Scan Probes

Modified by Skills:

- *Astrometric Pinpointing*

Modified by Implants:

- [Slot 6]*Poteque Pharmaceuticals 'Prospector' PPF*

Description:

When the probe has found something while scanning, the actual position of the anomaly can be off by at most this amount. If you are lucky, it can still be spot on, though.

⇌ Maximum Targeting Range

Found on:

- Ships

Modified by Skills:

- *Long Range Targeting*

Modified by Modules:

- [Mid]*Sensor Boosters*

Modified by Implants:

- [Slot 8]*Zainou 'Gypsy' KPB*

- [Slot 10]*Information Warfare Mindlink* for your gang's ships

Description:

The maximum range you can lock on targets from.

⇉ Maximum Velocity Penalty

Found on:

- Ammunition

Description:

Using this charge will modify the maximum velocity of your ship (explained by the immense recoil of the charge). A negative percentage means your ship will be slower. I have yet to see a positive percentage (firing backwards, haha).

Meta Level

Found on:

- Mostly named items

Description:

    Generally, the higher the Meta Level of an item, the better it is.

Mining Amount

Found on:

- Mining Lasers

- Mining Drones

Modified by Skills:

- *Astrogeology* for mining lasers

- *Mining* for mining lasers

- *Mining Drone Operation* for mining drones

- *Drone Interfacing* for mining drones

- *Mining Foreman* for your gangmembers' mining lasers

Modified by Modules:

- [Weapon]*Crystals* for their specific ore types

- [Low]*Mining Laser Upgrade* for mining lasers

- [Rig]*Drone Mining Augmentor* for mining drones

Modified by Implants:

- [Slot 7]*Michi's Excavation Augmentor* for mining lasers

- [Slot 10]*Inherent Implants 'Highwall' HX* for mining lasers

Description:

    The amount of ore that will find its way to your cargo hold when the cycle of the laser finishes or the drone returns.

Modification of ... Bonus

Found on:

- Scripts

Description:

Loading a script into its appropriate launcher is optional, but doing it will have advantages as well as disadvantages. What a script does is doubling a particular effect of the launcher while completely negating another one. Let's take the Tracking Speed script as an example. It can be loaded into a Tracking Computer that, without script, gives a bonus to the optimal range and the tracking speed of the ship's turrets. When you load the Tracking Speed script, it will double the tracking speed bonus of the Tracking Speed computer while negating the optimal range bonus. Useful if you are fighting a fast target in close range, but potentially dangerous in high range fighting.

🖰 Optimal Range

Found on:

- Ship Modules that can affect other objects in space
- Drones

Modified by Skills:

- *Drone Sharpshooting* for Drones
- *Long Distance Jamming* for ECM modules
- *Sharpshooter* for weapon turrets
- *Turret Destabilization* for tracking disruptors

Modified by Modules:

- [Mid]*Tracking Computer* for all turrets
- [Rig]*Drone Scope Chip* for drones
- [Rig]*Energy Locus Coordinator* for energy turrets
- [Rig]*Hybrid Locus Coordinator* for hybrid turrets
- [Rig]*Projectile Locus Coordinator* for projectile turrets
- [Rig]*Particle Dispersion Projector* for electronic warfare modules

Modified by Implants:

- [Slots 1-5]*Centurion Set* for electronic warfare modules
- [Slot 9]*Zainou 'Deadeye' ZGA* for all turrets

Description:

When you activate this module on a target that is within the optimal range, you will receive no penalties to the effectiveness of the module. If the target is beyond the optimal range, the effectiveness will decrease. (↪*Accuracy Falloff*)

Orbit Velocity

Found on:

- Drones

Modified by Skills:

- *Drone Navigation* (not sure if this actually affects the orbiting velocity or only straight-line flying)

Description:

When you order your drones to attack something, they will orbit their target while shooting at it. The higher the orbiting speed, the harder they are to hit.

🔥 Overload ... Bonus

Found on:

- Modules you can overload

Description:

If you have the required Thermodynamics level (↪*Required Thermodynamics Level*), you can overload modules. This will damage them over time, but make them more effective in the area specified by this overload bonus.

Powergrid

Found on:

- Ships (Fitting)

Modified by Skills:

- *Engineering*

Modified by Modules:

- [Low]*Auxiliary Power Controls*

- [Low]*Power Diagnostic System*

- [Low]*Reactor Control Unit*

- [Rig]*Ancillary Current Router*

Modified by Implants:

- [Slot 6]*Inherent Implants 'Squire' PG*

<u>Description:</u>

The maximum amount of energy available for modules. Offline modules don't use energy.

Powergrid Usage

<u>Found on:</u>

- Ship Modules

<u>Modified by Skills:</u>

- *Advanced Weapon Upgrades* for weapon turrets

- *Shield Upgrades* for shield extenders, rechargers and resistance boosters

<u>Modified by Implants:</u>

- [Slot 6]*Zainou 'Gnome' KUA* for shield upgrade modules

<u>Description:</u>

To fit this module, you need this amount of available ↪*Powergrid.*

Primary and Secondary Attribute

<u>Found on:</u>

- Skillbooks

<u>Flavours:</u>

- Intelligence

- Memory

- Perception

- Willpower

- Charisma

<u>Description:</u>

These two attributes influence the training time of the skill. Note that within each category, the pairings are the same (see table 1).

Production Limit

<u>Found on:</u>

- Blueprint Originals & Copies

Description:

The maximum amount of units you can produce with this blueprint in one job. Don't confuse this with the Licensed Production Runs Remaining.

Productivity Level

Found on:

- Blueprint Originals & Copies

Description:

The higher the productivity level of a blueprint, the faster you can produce with it. Research on the productivity level is often neglected as it will normally make only a small difference in production time.

RADAR Strength

Found on:

- ECCM Modules

- Sensor Boosters

- Jammers

Description:

↪*Sensor Strength (ECCM)* for ECCM modules and boosters, ↪*Sensor Strength (ECM)* for jammers.

Range Bonus

Found on:

- Ammunition

Description:

Using this charge will modify the range of your turret. A positive percentage means your turret's optimal range will be larger, a negative percentage will lessen the optimal range.

Rate of Fire Bonus

Found on:

- Ammunition

Description:

> Using this charge will modify your turret's rate of fire by this percentage. A negative value means faster shooting (yes, it should be called "Reload Time Bonus"), a positive value means slower shooting.

⌛ Recharge Time

Found on:

- Ships (Shield)

- Ships (Capacitor)

Modified by Skills:

- *Energy Systems Operation* for the capacitor

- *Shield Operation* for the shields

Modified by Modules:

- [Mid]*Capacitor Rechargers* for the ship's capacitor

- [Low]*Capacitor Power Relays* for the ship's capacitor

- [Low]*Power Diagnostic System* for the ship's capacitor

- [Low]*Capacitor Flux Coils* for the ship's capacitor

- [Rig]*Capacitor Control Unit* for the ship's capacitor

- [Mid]*Shield Rechargers* for the shields

- [Low]*Shield Flux Coils* for the shields

- [Low]*Shield Power Relays* for the shields

- [Rig]*Core Defence Field Purger* for the shields

Modified by Implants:

- [Slot 9]*Zainou 'Gnome' KYA* for the shields

- [Slot 6]*Inherent Implants 'Squire' CR* for the capacitor

Description:

> The time it takes for your shield / capacitor to go from zero to full, no external interference given.

Required Thermodynamics Level

Found on:

- Modules you can overload

Description:

You need at least this level in the skill "Thermodynamics" to overload this module.

Research Copy Time

Found on:

- Blueprint Originals & Copies

Description:

The time it will take to make one copy of this blueprint, without bonuses of skills.

Research Copy Time (You)

Found on:

- Blueprint Originals & Copies

Modified by Skills:

- *Science*

Modified by Implants:

- [Slot 8]*Zainou 'BeanCounter' K*

Description:

The time it will take you to make one copy of this blueprint, with your current skillset and bonuses.

Research Material Time

Found on:

- Blueprint Originals & Copies

Description:

The time it will take to research one additional material level for this blueprint, without bonuses of skills.

Research Material Time (You)

Found on:

- Blueprint Originals & Copies

<u>Modified by Skills:</u>

- *Metallurgy*

<u>Modified by Implants:</u>

- [Slot 6]*Zainou 'Beancounter' J*

<u>Description:</u>

The time it will take you to research one additional material level for this blueprint, with your current skillset and bonuses.

Research Productivity Time

<u>Found on:</u>

- Blueprint Originals & Copies

<u>Description:</u>

The time it will take to research one additional productivity level for this blueprint, without bonuses of skills.

Research Productivity Time (You)

<u>Found on:</u>

- Blueprint Originals & Copies

<u>Modified by Skills:</u>

- *Research*

<u>Modified by Implants:</u>

- [Slot 6]*Zainou 'Beancounter' I*

<u>Description:</u>

The time it will take you to research one additional productivity level for this blueprint, with your current skillset and bonuses.

Scan Range

<u>Found on:</u>

- Scan Probes

<u>Description:</u>

The probe will only detect something within this range. If there's no unit specified, it's typically in AU.

✳ Scan Resolution

<u>Found on:</u>

- Ships

<u>Modified by Skills:</u>

- *Signature Analysis* (this actually reduces your lock time flatly)

<u>Modified by Modules:</u>

- [Mid]*Sensor Boosters*

<u>Modified by Implants:</u>

- [Slot 7]*Zainou 'Gypsy' KNB*

<u>Description:</u>

The higher this value, the faster you can lock a target. The actual time it takes you to lock a target is also influenced by your targets ↪*Signature Radius*.

Sensor Recalibration Time

<u>Found on:</u>

- Cloaking Devices

<u>Modified by Skills:</u>

- *Cloaking*

<u>Modified by Modules:</u>

- [Rig]*Targeting Systems Stabilizer*

<u>Description:</u>

When you disengage the cloak, you have to wait this amount of time until you can target something. This prevents you from decloaking, firing a barrage, and run before anyone can lock you (and thus, preventing you from cloaking again).

◎ Sensor Strength

<u>Found on:</u>

- Scan Probes

- Ships

- Sensor Boosters

Flavours:

◎ Radar (Amarr ships and probes for hacking sites)

◎ Ladar (Minmatar ships and probes for complexes)

◎ Magnetometric (Gallente ships and probes for archeology/salvaging sites)

◎ Gravimetric (Caldari ships and probes for hidden asteroid belts)

Modified by Skills:

- *Astrometric Triangulation* for scan probes

Modified by Modules:

- [Mid]*ECCM Modules*

- [High]*Information Warfare Link - Sensor Integrity* for your gang's sensors

Modified by Implants:

- [Slot 7]*Poteque Pharmaceuticals 'Prospector' PPG* for scan probes

Description:

In case of ships, this value plays a role in the electronic warfare of the Caldari, ECM (electronic counter measures), also known as "jamming". When an enemy ship tries to jam you, there is a chance you will lose all your locked targets and are prevented to lock anything for a couple of seconds. The actual chance that the enemy will succeed is

$$p = \frac{\text{JammingStrength}}{\text{SensorStrength}}$$

Note that each race has its own sensor technology. There are multispectral jammers that have a moderately high jamming strength for all four types of sensors as well as racial jammers that have a very high jamming strength for a particular type while having a minute strength for all other types.

In case of scan probes, this value indicates how good the chances are the probe will find something, be it an exploration site or a ship in the system. The higher the value, the better the chances.

Sensor Strength (ECCM)

Found on:

- ECCM Modules

Flavours:

- Radar (Amarr ships and probes for hacking sites)

- Ladar (Minmatar ships and probes for complexes)

- Magnetometric (Gallente ships and probes for archeology/salvaging sites)

- Gravimetric (Caldari ships and probes for hidden asteroid belts)

Description:

When you activate this module, your ↪*Sensor Strength* is boosted by this percentage.

⊙ Sensor Strength (ECM)

Found on:

- ECM Modules

Modified by Skills:

- *Signal Dispersion*

Description:

This is sometimes called "Jamming Strength". See ↪*Sensor Strength* for further explanation.

⊎ Shield Capacity

Found on:

- Some Deployable Equipment

Description:

↪*Hitpoints*

⊡ Shield Damage Resistance

Description:

↪*Damage Resistance*

Shield HP Bonus

Found on:

- Ammunition

Description:

Using this charge will modify the HP of your shield by this percentage (explained by the need to divert shield power to the area around the turret to avoid backlashes). A negative value means it lowers your shield's HP, a positive value will raise your shield's HP.

Ship Warp Speed

Found on:

- Ships

Modified by Modules:

- [Rig]*Hyperspatial Velocity Optimizer*

Modified by Implants:

- [Slot 6]*Eifyr and Co. 'Rogue' HY*

Description:

The speed you will have while in full warp (after the screen has stopped shaking).

Signature Penalty

Found on:

- Ammunition

Description:

Using this charge will modify the size of your ↪*Signature Radius* by this percentage. A positive value means a bigger signature , a negative value indicates a smaller signature.

Signature Radius

Found on:

- Everything you can lock as a target

Modified by Modules:

- [High]*Skirmish Warfare Link - Evasive Maneuvers* for your gang's ships

Modified by Implants:

- [Slots 1-5]*Halo Set*

Description:

The lower this value, the longer it takes to target the object and the harder it is to hit it.

Slots

Found on:

- Ships (Fitting)

Flavours:

⁰ Low

➖ Med

⚓ High

Description:

Each module needs one of these slots. A ship can have at most 8 of each type.

Structure Damage Resistance

Description:

↪*Damage Resistance*

Structure HP Repaired

Found on:

- (Remote) Hull Repair Systems

Description:

The amount of structure points recovered per cycle while this module is active.

Tech Level

Found on:

- Ship Modules
- Ammunition

Description:

Can be 1 or 2. Tech 2 is usually better, but requires higher skills to use.

Thrust

Found on:

- Afterburners
- Micro Warp Drives

Description:

Activating your afterburner increases your maximum velocity by more than the "Max Velocity Bonus" on the afterburner's attribute tab. It also multiplies your maximum velocity by a factor $\frac{T}{M}$ where T is the thrust of the afterburner and M is your ship's total mass. Source:http://myeve.eve-online.com/ingameboard.asp?a=topic&threadID=66904

Tracking Speed

Found on:

- Turrets

Modified by Skills:

- *Motion Prediction*

Modified by Modules:

- [Mid]*Tracking Enhancers*
- [Mid]*Tracking Computers*
- [Rig]*Energy Metastasis Adjuster* for energy turrets
- [Rig]*Hybrid Metastasis Adjuster* for hybrid turrets
- [Rig]*Projectile Metastasis Adjuster* for projectile turrets

Modified by Implants:

- [Slot 7]*Eifyr and Co 'Gunslinger' AX* for al turrets

- [Slot 7]*Ogdin's Eye Coordination Enhancer* for al turrets

Description:

The higher the tracking speed of a turret, the higher its ability to shoot fast moving targets. To determine whether your turrets can hit a given target, just note the tracking speed of your weapons and activate the "Angular Velocity" column in your overview settings. If the angular velocity of the target is below the tracking speed, your turrets will deal full damage. Above it, they will only deal a fraction of their damage, and eventually, they won't hit at all. You can find a nice guide at http://www.eve-online.com/guide/en/g61_5.asp.

Tracking Speed Multiplier

Found on:

- Ammunition

Description:

Using this charge will modify the tracking speed of your turret. A value lower than 1 means it will decrease the tracking speed, a value greater than 1 will increase the tracking speed.

Training Time Multiplier

Found on:

- Skillbooks

Description:

The higher this factor, the "harder" the skill is to learn and the longer you take to learn it.

Transfer Range

Found on:

- Energy Transfer Arrays

- Energy Vampires

Description:

The maximum range at which you can use this module.

Unfitting Capacitor Cost

<u>Found on:</u>

- Mining Crystals

<u>Description:</u>

Unfitting this crystal to load the laser with another type costs this amount of energy.

Units to Refine

<u>Found on:</u>

- Ore

<u>Description:</u>

Stations refine ore in batches to minerals. This number tells you the size of the batches for this ore / gas / whatever. For example, if you have 1200 units of Omber (Units to Refine: 500) in your cargo hold, you can refine two batches and are left with 200 units of Omber that you can't refine because the station wants at least 500.

Used with Chargegroup

<u>Found on:</u>

- Turrets
- Modules that use scripts

<u>Description:</u>

The type of ammunition you can load into the turret.

Used with Launchergroup

<u>Found on:</u>

- Ammunition

<u>Description:</u>

The type of turret that needs this charge.

Volatility

<u>Found on:</u>

- Frequency & Mining Crystals

<u>Description:</u>

The volatility is the chance that the crystal will take damage when fired.

Volatility Damage

<u>Found on:</u>

- Frequency & Mining Crystals

<u>Description:</u>

The amount of damage the crystal will take when is is damaged by volatility. A crystal has 1 HP. So if a crystal has a Volatility Damage of 0.00025 (seems to be the most common value), it can take damage 4000 times before it has to be replaced. How often you can fire with it depends on the Volatility of the crystal. If it is 1%, you can expect to be able to use the crystal for arround 400000 shots. But since it is based on a random chance, it can be useless after merely 4000 shots or it can last you until the EVE servers shut down for good.

Volume

<u>Found on:</u>

- Everything you can put in your cargo hold

<u>Description:</u>

The volume that one unit of this item will take up in your cargo hold or hangar.

Warp Scramble Range

<u>Found on:</u>

- Mobile Warp Disruptors

<u>Description:</u>

Once this disruptor (or "bubble") is deployed, no ship within this radius can use its warp drive (unless fitted with sufficient Warp Core Stabilizers).

Warp Scramble Strength

<u>Found on:</u>

- Warp Disruptors
- Warp Core Stabilizers

<u>Description:</u>

To prevent a target from warping out (and denying you the kill), you can warpscramble it. If the total warp scramble strength hitting a target is greater than zero, it cannot warp away. Disruptors increase the scramble strength, core stabilizers decrease it.

Wastage Factor

<u>Found on:</u>

- Blueprint Originals & Copies

<u>Modified by Skills:</u>

- *Production Efficiency*

<u>Modified by Implants:</u>

- [Slot 8]*Zainou 'Beancounter' H*

<u>Description:</u>

This is the percentage of minerals that will be wasted when producing with this blueprint. It can be lowered by raising the ↪*Material Level* with research. You can calculate the waste like this:

$$w = \frac{w_0}{m_{Level} + 1}$$

with

w:	Wastage Factor
w_0:	Base Wastage Factor (without research)
m_{Level}:	Material Level of the blueprint

Skill category	Primary Attribute	Secondary Attribute
Corporation Management	Memory	Charisma
Drones	Memory	Perception
Electronics	Intelligence	Memory
Engineering	Intelligence	Memory
Gunnery	Perception	Willpower
Industry	Memory	Intelligence
Leadership	Charisma	Willpower
Learning	Memory	Intelligence
Mechanic	Intelligence	Memory
Missiles	Perception	Willpower
Navigation	Intelligence	Perception
Science	Intelligence	Memory
Social	Charisma	Intelligence
Spaceship Command	Perception	Willpower
Trade	Charisma	Memory

Table 1: Primary and secondary attributes by category of skill.

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