A comprehensive guide to

Jump clones

by Estel Arador / January 2009

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1. What are jumpclones

Jumpclones are extra bodies which you can activate when needed. They are not to be confused with your medical clone – the clone which saves your skillpoints where you end up in when you get podded. I think it is best to forget the 'clone' part of jumpclones and just think of them as extra bodies which you can switch to at will. Having multiple bodies at different locations means you can move quickly across the universe and use different sets of implants. In the section 'using jumpclones' I'll elaborate on this, but first I'll start with how to create jumpclones.

2. Creating jumpclones

To create a jumpclone you will need the skill Infomorph Psychology. You will be able to create one jumpclone per level of this skill. The skill has no prerequisites and training it to level 2 or 3 (to get 2 or 3 jumpclones, respectively) will only take a short while. Of course you can train the skill up to 5 to get the maximum of 5 jumpclones.

You can create jumpclones at NPC stations with medical facilities or at certain player owned facilities, such as Outposts in 0.0 and Clone Vat Bays on supercapitals. The latter will require access to those facilities (which often means being a member of an alliance), this guide will focus on the NPC method (though the process at Outposts is not much different).

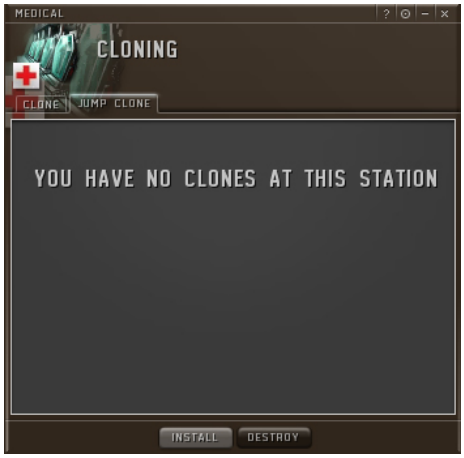
To create a jumpclone at a NPC station you or your corp will need a standing of 8.0+ to the corporation owning the station. The station also needs to have a medical bay. (Note there are corporations which

Pictorial Guide:
Creating a jumpclone

Go to the Medical Bay

Select the 'jump clone' tab

Click 'install'



Authorize payment

have no medical bays at all, be sure to check before you start grinding standings!) If you meet the requirements, you can create a jumpclone by opening the 'jumpclone' tab of the Medical Bay in station. Click the 'install' button and a jumpclone will be created. The NPCs will charge you 100k isk for this.

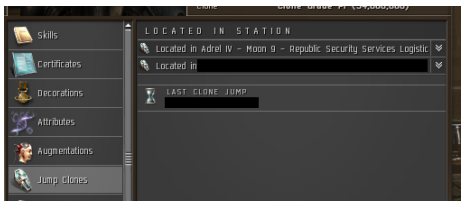
You cannot have more than one jumpclone in any station, so you can't just create multiple jumpclones at the same station without some trickery. If you want more jumpclones, you have two options: an easy way and a complicated way (the trickery). The easy way is finding another station where you have 8.0+ standing and creating a jumpclone there. This way you simply avoid the problem of multiple jumpclones in the same station and you can have all the jumpclones you need in a matter of minutes (or hours if you have to travel far).

The complicated way can be used if there's only one location where you can create jumpclones. You need to follow these steps:
[1] create a jumpclone
[2] move to another station
[3] jump to the jumpclone and immediately create a new one in that station
[4] move to another station (different from the one at [2])
[5] jump to the jumpclone created at [4] and immediately create a new one in that station
[6] rinse an repeat until you have as many jumpclones as you want.
The caveat here is that you can only jump once every 24 hours, which means it will take several days before the process is completed.

Pictorial Guide:
Viewing your jumpclones

Go to the jumpclone tab

You get an overview of your clones*



Click on a clone to see its implants

*larger picture included on page 8

3. Moving jumpclones

So now you have created one to five jumpclones but they might not be in the best locations for you. You've created the jumpclones where you could create them, which is not necessarily the same place as where you'd ideally like them to be. Luckily jumpclones can be moved and to get a good idea of how this works it's once again better to forget the word 'clone' and just think of jumpclones as extra bodies.

You always are in one (and only one) body (let's call it 'A'). When you jump to another body (a jumpclone, let's call it 'B'), you leave your current body 'A' and through advanced technology your mind gets transported to the body 'B' you're jumping to. The effect of this is that there's now the body 'A' in the station you jumped from and you are in body 'B'. For all intents and purposes, body 'A' is now a jumpclone which you can jump to when you need to get back! And the great thing is, you do not need standings to leave a body in a station, meaning you can leave jumpclones in any station

To move a jumpclone after you've created it, first move yourself to some place other than where the jumpclone is (again, jumping to a jumpclone which is in the same station as where you are is bad, bad, bad!), then jump to your jumpclone. Now travel to whatever location you'd like the jumpclone to be and jump back to your first body. The only thing you'll have to keep in mind is that there have to be at least 24 hours between two jumps, so you can only move one clone per day in this way.

For example, you're in a corporation which has it's base of operations in Domain, but you have found a nice mining location in Sinq Liason and you'd like to be able to adjust market orders once a week in Jita. You can create a jumpclone at some location where you meet the requirements, move the body to Sinq Liason, create another jumpclone and move the body to Jita (using the procedures above this will take 2 or 3 days in total). From then on you can stay with your corp while occasionally jumping out to mine in Sinq Liason or adjust market orders in Jita. This is especially great if you combine it with some of the other uses of jumpclones, which I will discuss now.

4. Using jumpclones

This section will first cover the basics of how to actually use jumpclones (the process) and then the uses of jumpclones (what they're good for).

To jump to a jumpclone, you will first have to pause your skilltraining. You cannot be training a skill when making a clone jump. You can pause skill training by right-clicking the skill you're training and selecting 'pause training'. Then go to the 'Jump Clones' tab of your Character Sheet, it shows all your jumpclones. Right-click the body you wish to jump to and select 'clone jump'. You will now appear in the station where your jumpclone was located. (In the 'Jump Clones' tab you will now see that the body you jumped from is listed as a jumpclone at the location you jumped from.)

Note that the game will allow to jump to a jumpclone in the same station as you are in, but if you've read this guide from the start you will know by now that that is not a good idea! (If it seems I'm paying a bit much attention to this fact, it's because it happens quite often, and it hurts.) Also don't forget to restart your skilltraining after making a clone jump!

There are some quite useful things you can do when you have multiple bodies (jumpclones). I'll list the two most important and commonly used ones here.
First of all, by placing your jumpclones in strategic locations you can use them for 'rapid redeployment' or instantly travelling across the universe. It can be especially useful if you live in out in 0.0 and occasionally need to be in Empire space. (I used my

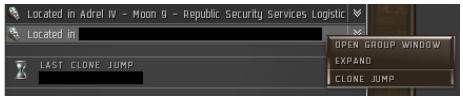
Pictorial Guide:
Using a jumpclone

Pause skilltraining by right-clicking*

Confirm

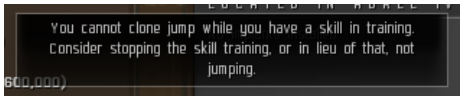
Go to the jumpclone tab

Right-click the appropriate clone*



Select 'clone jump'

Note: Trying to jump while a skill is training will result in a warning*



*larger picture included on page 8

first jumpclone for jumping between Empire and a 0.0 outpost, a journey which would take about 25 jumps through 0.0 and low sec travelling by ship.) Jumpclones can be very useful travelling between different regions in Empire space too, for instance if you're doing business in a few different tradehubs.

Secondly, jumpclones can be used to fulfill different roles. Since every body can have implants plugged in, you can get up to 6 different sets to use in different situations. For instance you might have a clone for missioning, for scanning/exploration, for production, for mining, and a couple for pvp - each with attribute enhancers and hardwirings suited for its specific task. The most basic setup most people start with is having one clone with attribute enhancers when mining/missioning and one clone without implants for pvp (so it's cheaper when you get podded). As you get more experienced (and richer) you will think of more implants which could be useful.

5. Destroying jumpclones

Jumpclones will stay yours, even if you no longer meet the requirements to create them. They're notoriously hard to destroy. To destroy a jumpclone, you have to be in the station where it is located! You can then destroy it either by going to the medical bay or by going to your character sheet and right-clicking the clone (you only see the 'destroy' option when you are in the correct station).
A jumpclone will also be destroyed when you jump from a station where you already have a jumpclone. Since there cannot be two jumpclones in the same station, one will be destroyed.

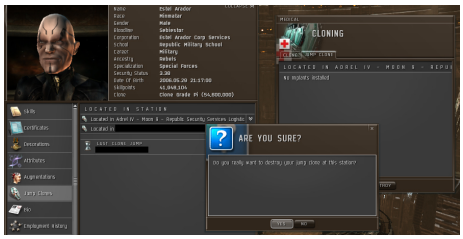
Pictorial Guide:
Destroying a jumpclone

>> You have to be in the station where the jumpclone is located!

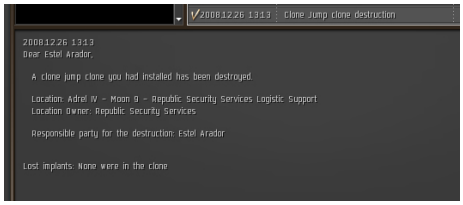
Option one:
In the Medical Bay, select 'destroy'

Option two:
In the character sheet, right-click the clone you wish to destroy*

Both options:
Confirm



Enjoy your CONCORD mail*



*larger picture included on page 8

6. Frequently Asked Questions

>> Is a jumpclone in some way different from my original body?
No, it is not. When you jump to a jumpclone, your 'original' body even becomes a jumpclone! The only difference might be implants which you have plugged in – every body can have it's own set of implants.

>> The jumpclone I created has no implants!
Correct. Implants are tied to your body and you've just created a new body. If you want implants in your jumpclone, jump to it, buy some implants, and plug them in.

>> Can I have Jumpclone in the same station as my medical clone?
Yes, you can. (See frame on this page.)

>> I have a standing of 8.00 but I cannot create a jumpclone.
Your standing may have been rounded up to 8.00 (from 7.995), that is not sufficient. Run one more mission for the corporation to get it above 8.00.

>> Does the station I'm jumping from have to have a medical bay?
No, that is not necessary. You only need a medical bay to *create* a jumpclone. If you jump to a jumpclone from a station without a medical bay, the body you leave behind will still appear in that station as a jumpclone.

Jumpclones and medical clone examples

Many players get confused when figuring out what happens with jumpclones and medical clones when you get podded, while there really is no need to. Whatever body you're in, **you ALWAYS go to your medical clone when you get podded.** That's all there's to it.

An example:
You're in Jita, your medical clone is in New Caldari, and you have jumpclones in Rancer and Old Man Star. It should be clear that if you get podded in this situation you'll end up in New Caldari. Let's say you jump to your jumpclone in Rancer. The new situation is like this:

Jita: Jumpclone
New Caldari: Medical Clone
Rancer: You
Old Man Star: Jumpclone

If you get podded now, you'll end up in New Caldari:

Jita: Jumpclone
New Caldari: You
Rancer: <nothing>
Old Man Star: Jumpclone

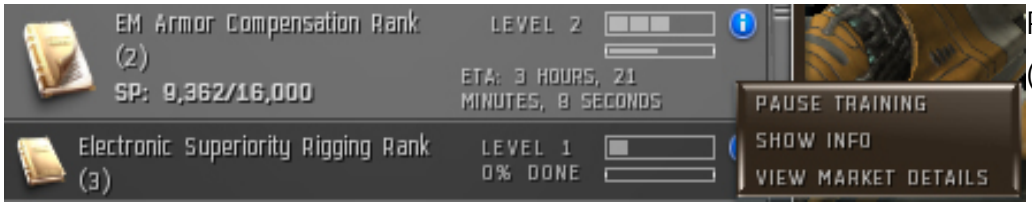
As you can see, after getting podded you still have two jumpclones, you've just lost your medical clone. You get a new Medical Clone and jump to Old Man Star:

Jita: Jumpclone
New Caldari: Medical Clone plus a Jumpclone
Rancer: <nothing>
Old Man Star: You

7. Larger Pictures

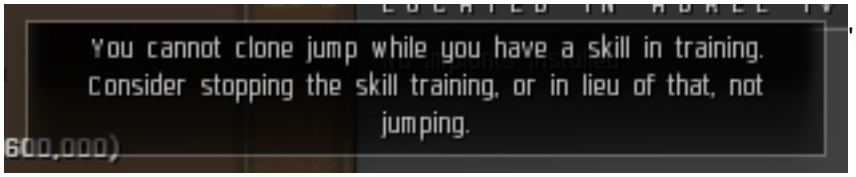
Some of the pictures in the pictorial guides are a bit small, they're shown a bit larger here for your convenience.

Jumpclone overview in charactersheet



Pause training (right-click)

Jumping



'Skill in training' warning

Destroy option (only available when in station)

Concord clone destruction message

About

This guide was originally created by me (Estel Arador) for the users of my free jumpclone service, but along the way I decided to make it a more general guide for all Eve players, particularly the new players. Feel free to copy or redistribute this guide. The pictures in this guide are all screenshots from Eve Online, a CCP game <legal stuff about copyright here, you know the drill>.