

Expensive Rad Rad: Level 50 Defender

Primary Power Set: Radiation Emission
 Secondary Power Set: Radiation Blast
 Power Pool: Leaping
 Power Pool: Speed
 Power Pool: Leadership
 Power Pool: Fighting
 Ancillary Pool: Psychic Mastery

Extended Hero Profile

Level 1: Radiant Aura

- (1) Numina's Convalescence: Heal/Endurance - IO:50
- (3) Numina's Convalescence: Endurance/Recharge - IO:50
- (3) Numina's Convalescence: Heal/Recharge - IO:50
- (5) Numina's Convalescence: Heal/Endurance/Recharge - IO:50
- (5) Numina's Convalescence: Heal - IO:50
- (7) Numina's Convalescence: +Regeneration/+Recovery - IO:50

Level 1: X-Ray Beam

- (1) Superior Vigilant Assault: Accuracy/Damage - IO:50
- (13) Superior Vigilant Assault: Accuracy/Damage/Endurance - IO:50
- (15) Superior Vigilant Assault: Damage/Endurance/RechargeTime - IO:50

Level 2: Accelerate Metabolism

- (2) Preemptive Optimization: Accuracy/Recharge - IO:50
- (7) Preemptive Optimization: EndMod/Endurance - IO:50
- (9) Preemptive Optimization: EndMod/Recharge - IO:50
- (9) Preemptive Optimization: EndMod/Accuracy/Endurance - IO:50
- (11) Preemptive Optimization: EndMod/Accuracy/Recharge - IO:50
- (11) Preemptive Optimization: EndMod/Endurance/Recharge - IO:50

Level 4: Irradiate

- (4) Superior Avalanche: Accuracy/Damage - IO:50
- (23) Superior Avalanche: Accuracy/Damage/Endurance - IO:50
- (25) Armageddon: Chance for Fire Damage - IO:50
- (25) Touch of Lady Grey: Chance for Negative Damage - IO:50
- (34) Achilles' Heel: Chance for Res Debuff - IO:20
- (34) Fury of the Gladiator: Chance for Res Debuff - IO:50

Level 6: Combat Jumping

- (6) Luck of the Gambler: Defense/Increased Global Recharge Speed - IO:50
- (15) Kismet: Accuracy +6% - IO:30

Level 8: Radiation Infection

- (8) [Empty]

Level 10: Super Speed

- (10) Winter's Gift: Slow Resistance (20%) - IO:50
- (40) Blessing of the Zephyr: Run Speed, Jump, Flight Speed, Range/Endurance - IO:50
- (40) Blessing of the Zephyr: Knockback Reduction (4 points) - IO:50

Level 12: Hasten

- (12) Invention: Recharge Reduction - IO:50
- (13) Invention: Recharge Reduction - IO:50

Level 14: Enervating Field

- (14) Invention: Endurance Reduction - IO:50

Level 16: Proton Volley

- (16) Superior Winter's Bite: Accuracy/Damage - IO:50
- (17) Superior Winter's Bite: Accuracy/Damage/Endurance - IO:50
- (17) Superior Winter's Bite: Accuracy/Damage/Recharge - IO:50
- (19) Superior Winter's Bite: Damage/Endurance/Accuracy/RechargeTime - IO:50
- (19) Superior Winter's Bite: Recharge/Chance for -Speed & -Recharge - IO:50

Level 18: Maneuvers

- (18) Luck of the Gambler: Defense/Increased Global Recharge Speed - IO:50
- (21) Reactive Defenses: Defense - IO:50
- (21) Reactive Defenses: Defense/Endurance - IO:50
- (23) Reactive Defenses: Scaling Resist Damage - IO:50

Level 20: Kick

- (20) Explosive Strike: Damage/Knockback - IO:20
- (43) Explosive Strike: Accuracy/Knockback - IO:20
- (46) Explosive Strike: Chance for Smashing Damage - IO:20

Level 22: Tough

- (22) Gladiator's Armor: TP Protection +3% Def (All) - IO:50
- (40) Unbreakable Guard: +Max HP - IO:50
- (43) Unbreakable Guard: Resistance/Endurance - IO:50

- Level 24:

Cosmic Burst

(24) Apocalypse: Damage - IO:50

(37) Apocalypse: Damage/Recharge/Accuracy - IO:50

(39) Apocalypse: Recharge/Accuracy - IO:50

(39) Apocalypse: Damage/Endurance - IO:50

(39) Apocalypse: Chance of Damage(Negative) - IO:50
- Level 26:

Weave

(26) Luck of the Gambler: Defense/Increased Global Recharge Speed - IO:50

(27) Shield Wall: Defense/Endurance - IO:50

(27) Shield Wall: Defense - IO:50

(29) Shield Wall: +Res (Teleportation), +5% Res (All) - IO:50
- Level 28:

Neutron Bomb

(28) Superior Defender's Bastion: Accuracy/Damage - IO:50

(29) Superior Defender's Bastion: Damage/Recharge - IO:50

(31) Superior Defender's Bastion: Damage/Endurance/Recharge - IO:50

(33) Superior Defender's Bastion: Accuracy/Damage/Endurance - IO:50

(33) Superior Defender's Bastion: Accuracy/Damage/Endurance/Recharge - IO:50

(33) Superior Defender's Bastion: Recharge/Chance for Minor PBAoE Heal - IO:50
- Level 30:

Atomic Blast

(30) Superior Vigilant Assault: Damage/RechargeTime - IO:50

(31) Superior Vigilant Assault: Accuracy/Damage/Endurance/RechargeTime - IO:50

(31) Superior Vigilant Assault: RechargeTime/PBAoE +Absorb - IO:50

(34) Superior Avalanche: Accuracy/Damage/Recharge - IO:50

(46) Superior Avalanche: Damage/Endurance - IO:50
- Level 32:

Mutation

(32) Synapse's Shock: Damage/Rechage - IO:50

(43) Synapse's Shock: Damage/Recharge/Accuracy - IO:50

(49) Synapse's Shock: EndMod/Recharge - IO:50
- Level 35:

Dominate

(35) HO - Nucleolus Exposure

(36) Neuronic Shutdown: Chance of Damage(Psionic) - IO:30

(36) Ghost Widow's Embrace: Chance of Damage(Psionic) - IO:50

(36) Unbreakable Constraint: Chance for Smashing Damage - IO:50

(37) Gladiator's Javelin: Chance of Damage(Toxic) - IO:50

(37) Gladiator's Net: Chance of Damage(Lethal) - IO:50
- Level 38:

Tactics

(38) Invention: Endurance Reduction - IO:50
- Level 41:

Lingering Radiation

(41) Ice Mistral's Torment: Endurance/Slow - IO:50

(42) Ice Mistral's Torment: Damage/Recharge - IO:50

(42) Ice Mistral's Torment: Accuracy/Damage/Endurance - IO:50

(42) Ice Mistral's Torment: Accuracy/Damage/Endurance/Recharge - IO:50

(45) Ice Mistral's Torment: Chance for Cold Damage - IO:50
- Level 44:

Mind Over Body

(44) Steadfast Protection: Resistance/+Def 3% - IO:30

(45) +3 HO - Ribosome Exposure

(45) Invention: Resist Damage - IO:50
- Level 47:

World of Confusion

(47) Coercive Persuasion : Confused - IO:50

(47) Coercive Persuasion : Confused/Recharge - IO:50

(47) Coercive Persuasion : Confused/Recharge/Accuracy - IO:50

(48) Coercive Persuasion : Recharge/Accuracy - IO:50

(48) Coercive Persuasion : Confused/Endurance - IO:50

(48) Coercive Persuasion : Contagious Confusion - IO:50
- Level 49:

Aim

(49) Gaussian's Synchronized Fire-Control: Chance for Build Up - IO:50
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- Level 1:

Brawl

(1) [Empty]
- Level 1:

Sprint

(1) Unbounded Leap: +Stealth - IO:50
- Level 2:

Rest

(2) [Empty]
- Level 1:

Swift

(1) Invention: Run Speed - IO:50
- Level 1:

Health

(1) Panacea: +Hit Points/Endurance - IO:50

(46) Miracle: +Recovery - IO:40

- Level 1:

Hurdle

(1) Invention: Jumping - IO:50
- Level 1:

Stamina

(1) Performance Shifter: Chance for +End - IO:50

Build Statistics

- Defense -
Smashing: 22%
Lethal: 22%
Fire: 22%
Cold: 22%
Energy: 37.32%
Negative: 37.32%
Toxic: 22%
Psionic: 22%
Melee: 22%
Ranged: 45.13%
AoE: 22%

- HP & Endurance -
Regeneration: 198%
Max HP: 1242.09
End Recovery: 3.95/s
End Use: 1.72/s End. (Net gain: 2.23/s)
Max End: 109

- Stealth & Perception -
Stealth (PvE): 0 ft
Stealth (PvP): 0 ft
Perception: 932.5 ft

- Status Protection -
Held: 0
Stunned: 0
Sleep: 0
Immobilized: 8.3
Knockback: 4
Repel: 0
Confused: 6.75
Terrorized: 0
Taunt: 0
Placate: 0
Teleport: 0

- Debuff Resistance -
Defense: 0%
Endurance: 64.88%
Recovery: 64.88%
PerceptionRadius: 64.88%
ToHit: 0%
RechargeTime: 85%
SpeedRunning: 85%
Regeneration: 0%

- Resistance -
Smashing: 74.47%
Lethal: 74.47%
Fire: 14%
Cold: 14%
Energy: 8%
Negative: 8%
Toxic: 11%
Psionic: 42.44%

- Movement -
Run Speed: 39.34 mph
Jump Speed: 60.02 mph
Jump Height: 21.8 ft
Fly Speed: 0 mph

- Misc -
Haste: 282.5%
ToHit: 18.5%
Accuracy: 7%
Damage: 164.5%
End Rdx: 2.5%
Threat: 100

- Status Resistance -
Held: 240%
Stunned: 240%
Sleep: 288.44%
Immobilized: 288.44%
Knockback: 0%
Repel: 0%
Confused: 99.44%
Terrorized: 99.44%
Taunt: 0%
Placate: 0%
Teleport: 200%

- Elusivity (PvP) -
None: 0%
Smashing: 0%
Lethal: 0%
Fire: 0%
Cold: 0%
Energy: 0%
Negative: 0%
Toxic: 0%
Psionic: 0%
Melee: 0%
Ranged: 0%
AoE: 0%