

Cheaper 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) Decimation: Accuracy/Damage - IO:40
 (13) Decimation: Damage/Endurance - IO:40
 (15) Decimation: Damage/Recharge - IO:40
 (37) Decimation: Accuracy/Endurance/Recharge - IO:40
 (37) Decimation: Accuracy/Damage/Recharge - IO:40
- 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) Obliteration: Accuracy/Recharge - IO:50
 (23) Obliteration: Damage/Recharge - IO:50
 (25) Obliteration: Accuracy/Damage/Recharge - IO:50
 (25) Obliteration: Accuracy/Damage/Endurance/Recharge - IO:50
 (34) Obliteration: Chance for Smashing Damage - IO:30
- 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) Sting of the Manticore: Accuracy/Damage - IO:50
 (17) Sting of the Manticore: Damage/Endurance - IO:50
 (17) Sting of the Manticore: Accuracy/Interrupt/Range - IO:50
 (19) Sting of the Manticore: Damage/Endurance/Recharge - IO:50
 (19) Sting of the Manticore: Chance of Damage(Toxic) - 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) [Empty]
- Level 22: Tough**
 (22) Gladiator's Armor: TP Protection +3% Def (All) - IO:50
 (40) Unbreakable Guard: Resistance/Endurance - IO:50
 (43) Unbreakable Guard: +Max HP - IO:50

- Level 24: Cosmic Burst
- (24) Thunderstrike: Accuracy/Damage - IO:50
- (34) Thunderstrike: Damage/Endurance - IO:50
- (37) Thunderstrike: Damage/Recharge - IO:50
- (39) Thunderstrike: Accuracy/Damage/Recharge - IO:50
- (39) Thunderstrike: Accuracy/Damage/Endurance - IO:50
- (39) Thunderstrike: Damage/Endurance/Recharge - 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) Artillery: Accuracy/Damage - IO:50
- (29) Artillery: Damage/Endurance - IO:50
- (31) Artillery: Damage/Recharge - IO:50
- (33) Artillery: Accuracy/Damage/Recharge - IO:50
- (33) Artillery: Accuracy/Recharge/Range - IO:50
- (46) Artillery: Endurance/Recharge/Range - IO:50
- Level 30: Atomic Blast
- (30) Obliteration: Damage - IO:50
- (31) Obliteration: Damage/Recharge - IO:50
- (31) Obliteration: Accuracy/Damage/Recharge - IO:50
- (34) Obliteration: Accuracy/Damage/Endurance/Recharge - IO:50
- (46) Obliteration: Chance for Smashing Damage - IO:50
- Level 32: Mutation
- (32) Synapse's Shock: Damage/Rechage - IO:50
- (33) Synapse's Shock: Damage/Accuracy/Endurance - IO:50
- (43) Synapse's Shock: Damage/Recharge/Accuracy - IO:50
- (43) Synapse's Shock: EndMod/Increased Run Speed - IO:50
- (49) Synapse's Shock: EndMod/Recharge - IO:50
- Level 35: Dominate
- (35) Basilisk's Gaze: Accuracy/Hold - IO:30
- (36) Basilisk's Gaze: Accuracy/Recharge - IO:30
- (36) Basilisk's Gaze: Endurance/Recharge/Hold - IO:30
- (36) Basilisk's Gaze: Accuracy/Endurance/Recharge/Hold - IO:30
- 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) HO - Ribosome Exposure
- (45) Invention: Resist Damage - IO:50
- Level 47: World of Confusion
- (47) Malaise's Illusions: Accuracy/Recharge - IO:50
- (47) Malaise's Illusions: Endurance/Confused - IO:50
- (47) Malaise's Illusions: Accuracy/Endurance - IO:50
- (48) Malaise's Illusions: Confused/Range - IO:50
- (48) Malaise's Illusions: Accuracy/Confused/Recharge - IO:50
- (48) Malaise's Illusions: Chance of Damage(Psionic) - 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: 38.88%

Negative: 38.88%

Toxic: 22%

Psionic: 22%

Melee: 22%

Ranged: 45.44%

AoE: 22%

- HP & Endurance -

Regeneration: 210%

Max HP: 1192.49

End Recovery: 3.74/s

End Use: 1.74/s End. (Net gain: 2/s)

Max End: 104.05

- 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: 6.65

Terrorized: 0

Taunt: 0

Placate: 0

Teleport: 0

- Debuff Resistance -

Defense: 0%

Endurance: 64.88%

Recovery: 64.88%

PerceptionRadius: 64.88%

ToHit: 0%

RechargeTime: 40%

SpeedRunning: 40%

Regeneration: 0%

- Resistance -

Smashing: 75%

Lethal: 75%

Fire: 8%

Cold: 8%

Energy: 9.5%

Negative: 9.5%

Toxic: 11%

Psionic: 42%

- Movement -

Run Speed: 43.75 mph

Jump Speed: 61.28 mph

Jump Height: 22.04 ft

Fly Speed: 0 mph

- Misc -

Haste: 276.25%

ToHit: 18.5%

Accuracy: 41%

Damage: 168.5%

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%