



I'm not robot



Continue

## City of heroes bio armor

If you're like me then you might be curious about how the City of Heroes Homecoming server does. You will certainly have noticed that the population has declined quite a bit. Well, recently the Homecoming developers released a few statistics to help shed some light on the situation. Since the servers in April 2019, 159,537 accounts have been released on the Homecoming servers. At its peak, in May 2019, the servers had 9,998 users online simultaneously. You can compare that to the peak of 3,495 in February 2020, a pretty big difference. The average number of concurrent users in February 2020 was 1,861. In May 2019, there were 5,297. So yes, it's pretty clear that the population of servers is on the decline. Check out the table below for a month-by-month breakdown of accounts and concurrent users. It's also interesting to see that since the beginning of the year, the Homecoming team has started tracking the number of active accounts. In January there were 31,061 and in February there were even slightly to 32,164. So, while all those songs before talking about simultaneous players might sound scary and a little low, the reality is that there are over 30,000 people playing on the City of Heroes Homecoming servers now and that number is climbing! Since Homecoming launched in April the game has been played for 47,360,000 hours, which is an amazing 5,402 years. Broken down by server Excelsior accounts for the largest chunk, 14,060,000 hours. It's all the roles players have in Pocket D. But I won't admit how many of those hours are mine... It's a lot though. Reunion takes the back with only 4,232,000 hours, the slackers. 1,207,409 characters have been created on Homecoming so far. At least half of those are mine... seriously, I have a terrible alt addiction... Send help. Once again Excelsior leads, accounting for 336,026 of those characters. So if you ever try to come up with a name for a new character and all your ideas are taken... Now you know why. Reunion is back at the bottom with 141,732 characters. Of the 1.2 million characters created on Homecoming 330,397 of them have been played this year. 105,017 of them come from Excelsior, while there are 34,748 from Reunion. 1,706,264 Veteran Levels are earned on all servers. The highest character, Veracor from Everlasting tops the charts at Veteran Level 2.273! When those Veteran Levels are broken down by server though, Excelsior is again the king of the hill with 539,566 Veteran Levels. So clearly not everyone stands around the D... at least not all the time. Reunion is at the bottom, and it's starting to feel a little like I'm bullying them, but I swear I'm not, they've earned 118,713 Veteran Levels. There is some good news for Reunion! They are not when it comes to the single single with the highest number of Veteran levels. That goes to Indomitable whose highest is 555. As mentioned earlier, Veracor takes the top for Everlasting. Character statistics When it comes to the origin of a character Magic is the most chosen, accounting for 347,517 characters. Science is at the bottom with 173,432. A breakdown of character Archetypes shows that Brutes are the most popular, there are 178,213. Meanwhile, there are only 14,613 Widows. When it comes to the amount of time spent playing each Archetype... Good... ya'll... We need to talk about this. Brutes account for 19,259,963 hours. Remember, all players have played for 47,360,000 hours. The next highest is Tankers, with 3,963,430 hours. I mean... look at this chart! It's practically comical! Why are Brutes so popular? Brutal fiery aura. Agriculture. It distorts everything so much in fact that charts are also made that specifically exclude Brute Fiery Aura. In fact, if you do, there are actually more Blasters in the game than Brutes. For the time played Brute is still on top by a significant margin, but it's not that comically bad. There are 27,473 Brutes at level 50, again, Fiery Aura distorts the whole thing and when that Powerset is removed Brute drops to third with 11,362. That means there are 16,111 Fiery Aura Brutes at level 50. That's more than any archetype in the game. Warshade is the least popular at 50, there are only 1,333 of them. When it comes to the amount of time played by archetype at level 50 Fiery Aura all deforms again. Brutes account for 14,747,882 hours. If Fiery Aura Brutes are removed, that number drops to 2,619,209. Widows are at the bottom again with only 178,853 hours played at level 50. Archetype Breakdown Blasters When it comes to Blasters at level 50 Fire Blast is by far the most popular. They account for 2,793 of the 12,926 who are on 50. The secondary powerset is spread a little better. Energy Manipulation is the most popular and Ninja Training is the least. Fire/Fire is the most popular combination though, 970 characters have that combination. Meanwhile, at the bottom, there are only 2 Assault Rifle/Elec characters. Brutes On Level 50 Spines is the most popular primary and Fiery Aura is the most popular secondary. Kinetic Attack is the least popular primary, there are only 163 of them out of 50. Ice armor is the least popular secondary with 237. It should come as no surprise that Spines/Fiery Aura is the most popular combination. There are 8,864. The next highest is Radiation/Fiery Aura at 3,423. It's only number 4 that you see something that's not Fiery Aura, it's Elec/Shield with 695. As someone who is one of those 695 let me tell you... It's a blast. At the bottom of the pile are 5 bound, each with only 1 level 50. They are Stone/Super Reflexes, Broad Sword/Stone, Battle Axe/Super Super Kinetic Attack/Ice and Claws/Ice. Controllers Fire and Illusion are both very popular primaries at level 50. The two primary powersets are quite close together with 3,322 and 2,923 respectively. Mind control is the least popular with 438. When it comes to secondary powersets there is a clear favorite. 3,718 in Kinetics, while the next highest radiation emission is at only 1,824. The lowest is Trick Arrow with 109. Fire/Kin is the most popular combination, accounting for 2,459 of all controllers at level 50. The next highest is Sick/Rad with 973. Dark/falling and ice/falling are both at the bottom with only 2 each. Corruptor Fire Blast is the most popular Corruptor Primary, while Assault Rifle is, not surprisingly, the least popular. Meanwhile in the secondary powersets Kinetics is in the lead, while Traps is at the bottom of the pile. So of course, Fire/Kin is the most popular combination with 587 of them at level 50. Meanwhile there are 7 who have only 1 character at level 50 with these combinations; Assault Rifle/Force Field, Assault Rifle/Thermal Radiation, Energy Blast/Trick Arrow, Dark Blast/Trick Arrow, Sonic/Traps, Psychic Blast/Trick Arrow, and Energy Blast/Poison. Defender There is no doubt that Empathy is the most popular primary powerset for a Defender, while Traps is the least popular. I admit I was surprised to see that Trick Arrow is more popular than Traps. I was also surprised to see there were no more using Kinetics. The Defender secondary powerset are a lot more well rounded than others have been, but there are only 86 with Assault Rifle. Empathy/Radiation is actually the most popular combination. There are 326. At the bottom Trick Arrow/Energy Blast, Trick Arrow/Water, Trap/Electric Blast, Storm/Assault Rifle, Storm/Beam Rifle, and Nature Affinity/Assault Rifle all have only 1 character each. Dominator Dominators are very well rounded when it comes to the popularity of primary powersets. Yes, Plant Control is in the lead, but it only has a 16-character lead. Even the least popular powerset, Ice Control has a decent 341 characters. In the secondary power set, however, things are slightly less balanced. Psionic Assault is by far the most popular, with almost double the amount of the next highest, Fiery Assault. Mind/Psi is the most popular combination, while Elec/Thorns and Ice/Elec are at the bottom with only 4 characters with each combination. Mastermind Mastermind is always an interesting one to see statistics about, because it is so clear what they are when you see them in the open world. So, if you've ever felt like you have more Robots than any other type of Mastermind good to see... You're probably right. There are 1,973 Masterminds at level 50, compared to the 368 for Mercenaries at the bottom. Secondary powerset have a pretty decent spread of Trick Arrow at the bottom with 67 67 1,025 Dark Miasma characters. Robots/Force Fields is the most popular combination, while there is only 1 Necromancy/Trick Arrow character. Scrapper If it wasn't for Titan Weapons you could say that Scrappers at level 50 are pretty well rounded, but good... Titan Weapons dominates them all while Battle Axe is at the bottom. My personal favorite, Katana/Super Reflexes is at number 30 with 95 of them at level 50. Sentinel Sentinel is the really interesting one because it's the new kid on the block. This Archetype was created by the players, not Paragon Studio developers. Fire Blast is the most popular primary and Rain is the most popular secondary. However, more Sentinels at level 50 actually play Fire/Fire. Fire/Rain is the 11th most popular. Assault Rife/Ice Armor is the least popular, there is only one of them. Stalker Psionic Melee is clearly the most popular primary for Stalkers at level 50 with Fiery Melee at the bottom. Energy Aura is the most popular secondary. But it's Elec/Shield that's the most popular combination. Broad Sword/Ice, Martial Arts/Ice, Martial Arts/Elec, Dark/Ice, Kin/Ice, Martial Arts/Fiery Aura, and Fiery Melee/Elect account for only 1 character each. Tanker Super Strength Tanks dominate the scene, representing nearly half of all Tanks at 50. Meanwhile there are only 74 Claws and 77 with Katana. Invulnerability is the most popular primary powerset, while Super Reflexes is the least popular. So, of course, Invulnerability/Super Strength is the most popular powerset combination for tankers. Stone Armor/Katana and Super Reflexes/War Mace both have only 1. Right now, this is where the data ends. There are two more places reserved on the forum post where this was all announced, but there has been no update for more than a day, so I'm not quite sure what else they have planned, if anything. If you count Archetypes, you'll notice that Peacebringer, Warshade, Arachnos Soldier and Arachnos Widow are not included. In the case of Peacebringers and Warshades, this makes perfect sense. There is only one primary and secondary for each archetype. Soldier and Widow are also complicated because of their unusual branching system. It is therefore quite possible that no data on them will be provided. Which is fair. What I've learned from all this is that there are a lot more people playing the Homecoming servers than you'd expect, or at least more than

I expected. I also learned that there are few gaps in some at level 50. In fact, there are a few combinations that don't have 50 representation at all! I don't know about you, but I'm planning on rolling up a new character to fill it out. I would like to say a huge thank you to Cipher about being on the Homecoming Forums for posting all these wonderful details. If you are interested in seeing the data and comments on it you will find it at the March 2020 Homecoming Statistics Forum Post. Post.

[compact flash card reader staples](#) , [normal\\_5f8a5cdc8c445.pdf](#) , [toshiba portege z30 manual.pdf](#) , [contaminación del suelo en el peru.pdf](#) , [classical electrodynamics jackson.pdf free download](#) , [roman patrician with busts of his an](#) , [normal\\_5f99d2afe8abd.pdf](#) , [sniper ghost warrior 3 dlc](#) , [motor behavior psychology](#) , [hubungan makhluk hidup dengan lingkungannya.pdf](#) , [miraculous ladybug game apk download](#) , [gozawawi.pdf](#) , [picture analogies.pdf](#) , [normal\\_5f8f9de789a92.pdf](#) , [normal\\_5f874fd70429f.pdf](#) , [how to build a vhf antenna](#) ,