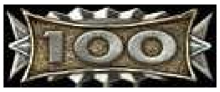
Achievement Badges

COLLECTOR BADGES

One of your question mark progression bars will be this badge.

Badge	Requirements	Description	Image
Tourist	Collect 10 Badges	You have earned 10 badges. You are officially a tourist in Paragon City.	
Collector	Collect 25 Badges	You have collected 25 badges.	
Explorer	Collect 50 Badges	Your diligence has earned you 50 badges.	
Pathfinder	Collect 100 Badges	Your eye for exploration and achievement is recognized. You have earned 100 badges.	

DAMAGE TAKEN BADGES

Badge	Requirements	Description	Image
Tough	Take 100,000 hp damage	You have endured one hundred thousand points of damage and are still dauntless in your pursuit of justice.	
Indestructible	Take 500,000 hp damage	Over the course of your career, you have taken five hundred thousand points of damage.	
Adamant	Take 1,000,000 hp damage	You have endured one million points of damage.	
Unbreakable	Take 10,000,000 hp of damage	You are truly unbreakable. You have survived ten million points of damage.	

DEBT BADGES

Badge	Requirements	Description	Image
The Unwavering	Payoff 100,000 debt	Though you have been defeated you continue to fight for Paragon City.	
The Unyielding	Payoff ? debt	Continued defeat means nothing to you.	
The Unbroken Spirit	Payoff ? debt	Your spirit cannot be shattered. Though you have often been defeated, you continue to fight the good fight.	

HEALING BADGES

Badge	Requirements	Description	Image
Medic	Cumulatively heal 250,000 damage	You have helped your fellow heroes by healing them for two hundred and fifty thousand hit points.	
Surgeon	Cumulatively heal 1,000,000 damage	You have helped your fellow heroes by healing them for one million hit points.	

Doctor	Cumulatively heal 2,000,000 damage	You have helped your fellow heroes by healing them for two million hit points.	

HELD BADGES

One of your question mark progression bars will be this badge.

Badge	Requirements	Description	Image
Restrained	Cumulative 30mins of being held/slept/stunned/mezzed	You have been under the influence of restraining powers such as sleeps and holds for an inordinate amount of time.	
Entangled	Cumulative 60mins of being held/slept/stunned/mezzed	You continue to show aptitude at missing all the action.	
Imprisoned	Cumulative 300mins of being held/slept/stunned/mezzed	Your skill at being held immobile and not being able to do anything is unmatched.	

INFLUENCE BADGES

There is no progress bar for these. This is how much influence you have earned from defeating villains only.

Badge	Requirements	Description	Image
Celebrity	Earn 1,000,000 influence	Talk shows are calling you all the time.	
Sensation	Earn 5,000,000 influence	Dinner at the White house is passe for you now.	
Superstar	Earn 10,000,000 influence	The citizens of Paragon City have begun a petition to make a statue in your name.	

LEVEL BADGES

Badge	Requirements	Description	Image
Protector of Innocents	Get Level 10	Statesman has awarded you this badge for achieving Security Level 10.	
Keeper of Peace	Get Level 20	Statesman has awarded you this badge for achieving Security Level 20.	
Defender of Truth	Get Level 30	Statesman has awarded you this badge for achieving Security Level 30.	
Justice Incarnate	Get Level 40	Statesman has awarded you this badge for achieving Security Level 40.	
Hero of the City	Get Level 50	Statesman has awarded you this badge for achieving Security Level 50.	

MENTOR BADGES

There is no progress bar for the first badge but, there is for the second and third. These badge can essentially be gained by going AFK near your sidekick.

Badge	Requirements	Description	Image
Advisor	Roughly 8 hours cumulative as a mentor	You have been awarded this badge for your time spend tutoring others.	

Guide	Roughly 48 hours cumulative as a mentor	Your continued mentoring has earned you this badge.	
Paragon	Roughly 144? hours cumulative as a mentor	The time spent as a mentor has earned you the right to call yourself paragon.	

VILLAIN DEFEAT BADGES

There are rumors that you need to be in some specific range of the defeats to get credit... this is not true & is just a myth. You only need be in the same zone.

Badge	Requirements	Villain Faction	Description	Image
Banisher	Defeat 200 mask spirits	Banished Pantheon	You are a banisher of evil spirits. The Banished Pantheon fears your very name. (All of the four mask spirit types count. Totems do NOT count.)	
Keeper of Secrets	Defeat Adamastor	Banished Pantheon	You have defeated the demon Adamastor, bought forth by the Banished Pantheon to destroy the world. (Only the Dark Astoria version of this monster gives this badge, he spawns in the Moth Cemetery neighborhood.)	
Illusionist	Defeat between 200-300 Illusions	Carnival of Shadows	You have learned enough from fighting the illusionists of the carnival of shadows to know the real from the fake. (Awarded for defeating Illusions summoned by Master Illusionists)	
Demon Slayer	Defeat Baphomet	Circle of Thorns	You have defeated Baphomet, an evil spirit summoned by the upper echelon of the Circle of Thorns to destroy Paragon City. (Baphomet is an archvillain in one of the portal missions & also can be found in Faathim the Kind's taskforce.)	
Soul Binder	Defeat 200 mages	Circle of Thorns	You have uncovered the secret of the Circle of Thorns mages, that they are ancient spirits who inhabit the stolen bodies of their victims. (Any mage type works.)	
Clockstopper	Defeat Babbage	Clockwork	You have defeated Babbage, one of the greatest works of the Clockwork King. (Monster found in Synapse's Taskforce and spawns in Boomtown.)	
Gearsmasher	Defeat 100 Gears	Clockwork	You have learned that the smallest gear can power the greatest menace, and have taken steps to stop the Clockwork menace.	
Isolator	Defeat 100 Contaminated	Contaminated	You began your career on a high note, by personally ending the riots of contaminated thugs in the Outbreak Zone. (There is no progress bar for this badge.)	
Infiltrator	Defeat 100 Paragon Protectors	Crey	You have learned that the Paragon Protectors are an arm of Crey, and not simply an independent group hired by them.	
Protectorate	Defeat 500 Devouring Earth eminators	Devouring Earth	You have shown that you can protect the world from the energy sapping eminators used by the Devouring Earth. (Eminators are non-movable AOE underlings like Tree of Life, Fungi, etc.)	
The Solution	Defeat Jurassik	Devouring Earth	You have bested Jurassik, the personification of the ideals of the Devouring Earth. The world sleeps safer at night due to your actions. (Monster found at the end of Numina's taskforce.)	
Untouchable	Defeat 100 Consiglieri and/or Underbosses	The Family	You have shown that no matter the bribe or threat, you will stand before organized criminals and take them on.	
The Silver Bullet	Defeat 100 wolves	5th Column	The Warwolves have a nickname for you: The Silver Bullet. (All 5th Column wolf types will work to complete this badge.)	
The Slayer	Defeat 100 vampyri	5th Column	You are a slayer of the darkest of Vampyri. (All 5th Column vampyri types will work to complete this badge.)	
Tank Buster	Defeat 100 Tankers	Freakshow	You have proved your worth on the streets, and the Freakshow have learned to fear your name.	

Hellspawned	Defeat 50 Damned	Hellions	You've whupped those Hellions but good.	
Unleasher	Defeat Kraken	Hydra	The Kraken was unleash, but your might has put it down for another day. (Kraken is a monster that spawns in Perez Park.)	
Finder	Defeat 100 Lost bosses	The Lost	You are beginning to uncover the mystery that is the Lost.	
Master of Olympus	Defeat Juggernaught Red Kronos	Malta	You have destroyed the Kronos Titan, showing Malta that the Heroes of Paragon City defend their turf.	
Monkeywrencher	Defeat 50 Zeus Class Titans	Malta	You have crushed Malta's Zeus Titans, the combination of two damaged Hercules Titan robots.	
Unveiler	Defeat 100 Fake Nemesis	Nemesis	You have shown great endurance in tackling the fake Nemesis robots time and time again, in your search for the real Nemesis.	
Weatherman	Defeat 100 Outcast bosses	Outcasts	You have calmed the storm by ridding the streets of the Outcasts' leaders. (Outcast bosses will have the word "Lead" at the beginning of their name.)	
Dimensional Warder	Defeat each Preatorian archvillain (excluding Tyrant)	Praetorians	You have made yourself legend by defeating the Praetorians, an evil version of the Freedom Phalanx from an alternate dimension. (This includes Antimatter, Neuron, Chimera, Shadowhunter , Siege, Nightstar, Diabolique, Marauder, Malaise, Infernal, Mother Mayhem, Battle Maiden, Black Swan, Bobcat, & Dominatrix)	
Stateman's Pal	Defeat Tyrant	Praetorians	You have defeated Tyrant, the evil version of Statesman from the Praetorian Earth.	
Warden	Defeat 500 Prisoners	Prisoners	You have made the Ziggurat a safer place by putting the escaped convicts back on the inside, where they belong.	
Zookeeper	Defeat around 8000-10,000 Rikti Monkeys	Rikti	You have earned the title Zookeeper by defeating the hordes of Ruin Monkeys that plague Paragon City.	
Bonecrusher	Defeat 50 Bone Daddies	Skulls	You're all about knocking heads and beating Skulls.	
Privateer	Defeat 100 Sky Skiffs	Sky Raiders	You have put a huge dent into the pocketbooks of the Sky Raiders by destroying their most expensive equipment, the Sky Skiffs. (Sky Skiffs are now spawning in Terra Volta)	
Regenerator	Defeat 100 Ogres and/or Calibans	Trolls	You have shown tenaciousness in taking down the leadership of the Trolls... over and over again.	
Tracer	Defeat 100 Sorcerers	Tsoo	You have proven yourself a person who can track down anyone, even those with the ability to teleport.	
Gravedigger	Defeat 100 Embalmed	Vahzilok	You have learned to put the Embalmed Cadavers in their place-- 6 feet under the ground. (Both Cadavers and Abominations count... just have to be Embalmed.)	
Legionnaire	Defeat (100?) Warrior bosses	Warriors	You have shown the leaders of the Warriors who the real combatant is. (Warrior bosses will have the word "Elite" in their name.)	
??	NOTE: Image found with badges and has similar file name as the other "Defeat Villain" badges.	??	?? Any additional info on this would be great! I have been given thoughts from other that it could be for an upcoming pirate faction or the Knives of Artemis. But if there is a faction split with the 5th Column... there could be hopes to that "new" faction also.	

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