



Solar RNG solar Bangladesh

How do you get solar Aura in Sol RNG?

To get Solar Aura in Sol's RNG, players need to roll and hope to get lucky. The chance of obtaining this aura under normal conditions is 1/50,000, but this value drops to 1/5,000 if you meet the following conditions: Make rolls in Daytime. Make rolls in no-weather conditions.

What are the benefits of solar energy in Bangladesh?

This system offers several benefits to the village inhabitants: In 2014, the year Solshare was founded, a governmental program was launched to double the number of SHS in the country from 3 to 6 million, making Bangladesh the country with the strongest growing domestic solar market in the world.

What happens if you roll Solar - Solstice?

Upon rolling Solar, the player had a 1 in 100 chance for it to turn into Solar : Solstice. However, as of Eon 1, the mutation system for Sol's RNG has been deleted, now making Solar : Solstice only able to be obtained as its indicated and native rarity. Meaning you can roll Solar : Solstice with a Heavenly Potion II.

How many homes in Bangladesh rely on solar energy?

Of the 17 million homes in Bangladesh that are cut off from the electric power system, 3 million rely on energy from domestic solar panels called Solar Home System (SHS).

Effects (Commonly referred to as Buffs) can be gained from various different means, such as Potions and Gears/Items, and can boost stats such as the player's roll speed, luck, bonus roll multiplier, and bonus roll counter. Effect durations can stack, but not the boost, meaning if the player uses a Lucky Potion twice, it will have double the duration, but will keep the same ...

The Darkshader is a left-handed gear that decreases the player's bonus roll cooldown from ten rolls to five, and grants x2.5 luck for 10 rolls, every 20 rolls. While it doesn't describe this in-game, during the Encroached buff, the bonus roll becomes x5 luck every 5th roll. This means that the bonus roll doubles the x2.5 luck effect every 5th roll while you are under the effects of the ...

This article is about Twilight. For more uses of Twilight, see Twilight (Disambiguation). Twilight is the 59th aura listed in the collection. It has a 1 in 6,000,000 chance to be rolled normally, and a 1 in 600,000 chance to be rolled during Night. Twilight provides the player with a crescent moon to rest on, along with a unique pose, featuring the player resting on the moon with one leg up ...

This article is about Sol. For more uses of Sol or Solar, see Solar (Disambiguation). Sol is an aura given to players by developers. If Sol is received by a player, it will be removed from their inventory upon leaving the server, but will remain in the player's collection. Sol's design includes many details that are similar to Hyper-Volt, as they both contain a downward pose, and 3 blue ...

STARLIGHT is the 37th aura listed in the collection. It has a 1 in 50,000 chance of being rolled normally, and a 1 in 5,000 chance of being rolled in Starfall. STARLIGHT has a bluish tint. A portal-like effect swirls beneath the player's feet, emitting two circling, gleaming beams similarly to :Flushed:, but recolored in a light-blue hue. Inside the player, a star pulls bluish strands of light ...

Stormal is the 42nd aura listed in the collection. It has a 1 in 90,000 chance of being rolled and a 1 in 30,000 chance of being rolled in Windy weather. Stormal surrounds the player with a stormy cloud above their head, with wind particles emitting upwards toward the cloud. A gust of wind swirls around the player, resembling a tornado. Additionally, the player is enveloped by small ...

In these mainly rural areas, the start-up Solshare installs nanogrids (basically micro-networks) that allow individuals to share their electricity with roughly a dozen other homes, of which some ...

The discord server update channel is not entirely specific on which ERAS or EONS and updates changes occur in, so correct the chart if something is wrong. The update screen will show up whenever the developers restart the servers, or whenever somebody closes their VIP server. The Era 2 Icon is a close-up of an unidentified purple aura, but it may be a ...

Gilded is the 13th aura listed in the collection. It has a 1 in 512 chance to be rolled normally, and a 1 in 128 chance to be rolled in the Sandstorm biome. The player is given a yellow ring that is constantly spinning around them, emitting a large gleaming effect. A large, golden mist surrounds the player, whilst more golden particles rise from the surrounding ground. More golden ...

This article is about Sol. For more uses of Sol or Solar, see Solar (Disambiguation). Sol is an aura given to players by developers. If Sol is received by a player, it will be removed from their inventory upon leaving the server, but ...

In the distant expanse of space, tiny stars emitting faint light come together to form a unified existence. These stars, embracing each other as they move in harmony, serve as the final puzzle pieces completing the beauty of the universe scription Astral is the 51st aura listed in the collection. It has a 1 in 1,336,000 chance of being rolled, and a 1 in 267,200 chance of being ...

This article is about Auras. For more uses of Auras, see Auras (Disambiguation). If you are on mobile, see Auras (Category). The main objective of the game is to obtain Auras. Auras are obtained by rolling for them. They vary in design and rarity, becoming much more detailed and impressive the rarer they get. Most auras, (excluding Glitch & [OPPRESSION] due to them ...

The Starshaper is a right-handed gear that increases the player's luck by +700%, and increases their roll speed by +50%. The Starshaper is a persimmon colored gauntlet, adorning: a star on its front; a translucent, white wing, and also what appears to be red buttons connecting all three fragments together. A bright, pellucid

square is also featured on top of the gauntlet. The ...

Nautilus is the 40th aura listed in the collection, and has a 1 in 70,000 chance of being rolled. Nautilus gives the player a cobalt/azure-colored chain, extending towards the middle of the player's torso. The player's torso is enveloped by ...

Not to be confused with Leaderboard Titles. Achievements are what are considered "goals/badges" for Sol's RNG, they give money rewards and a leaderboard title when the player completes them. The page below will show ...

Sapphire is the 17th aura listed in the collection, and has a 1 in 800 chance of being rolled. The player is given five blue, arrow-like shapes, that face outwards from their body, forming an unconnected pentagon around them. Additionally, blue, square particles shoot outward and spin, with a blue portal at the player's feet. Sapphire also has blue string-like effects that swirl ...

Gears are equipable items the player may craft and hold, typically taking form in the shape of a glove on the player's right or left arm. When held, they provide permanent buffs that last until the gear is unequipped via the inventory. Gears can be turned invisible by using the Invisible Gear Gamepass. Auras are used as crafting materials. Some items become crafting materials for ...

Profile. Eclipse is the 38th aura listed in the collection, and can only be obtained via crafting it in Jake's Workshop's rarity is displayed as "Epic crafted". Appearance. Eclipse displays a solar eclipse above the player's head, with a black and orange colored portal below the player's feet that is very similar to that of Diaboli, yet more circular, instead of pointed.

Not to be confused with Leaderboard Titles. Achievements are what are considered "goals/badges" for Sol's RNG, they give money rewards and a leaderboard title when the player completes them. The page below will show all the achievements and how to obtain them. When completing the "???" quest, the name changes to "Something went wrong," and the ...

This is a constant destruction of life Description HAZARD is the 22nd aura listed in the collection. It has a 1 in 7,000 chance of being rolled via breakthrough, and a 1 in 1,400 chance of being rolled in the Corruption biome. HAZARD has a purple-blue color scheme, featuring arched slashes that rapidly flash around the player, alongside dark smoke exuding from the player's ...

Opening Animations are cutscenes exclusive to auras that have a rarity greater than 999. Additionally, every rarity from 1,000-9,999, 10,000-99,998, 99,999-999,999, 1,000,000-99,999,998, and above, each utilize a different kind of cutscene, except for [OPPRESSION], and OBLIVION. For an visual of each aura's opening animation (from 1/10,000+), see the images ...

In a country where the vast majority of people attend church, there is a deep-rooted belief in powers, either

from ?God? or from the "dark side". Their god, is believed a spirit or being that has great power, strength, knowledge, etc., and that can affect nature and the lives of people. Someone will get this, and be an absolute and powerful being... Description Ethereal is the ...

This article is about Lunar. For more uses of Lunar, see Lunar (Disambiguation). Lunar is the 38th aura listed in the collection. It has a 1 in 50,000 chance to be rolled, and a 1 in 5,000 chance to be rolled during the Night. Lunar features a crescent moon, with purple, hazy clouds floating atop the player's head. It also includes stars, that appear to move from dot to dot around the torso ...

Nautilus is the 40th aura listed in the collection, and has a 1 in 70,000 chance of being rolled. Nautilus gives the player a cobalt/azure-colored chain, extending towards the middle of the player's torso. The player's torso is enveloped by smaller chains in a cross pattern, and similar chains wrap around the player's forehead and neck. Beneath the player, there is a backwards ...

Magnetic : Reverse Polarity is the 24th aura listed in the collection, and has a 1 in 1,024,000 chance of being rolled. It is a mutation of Magnetic. Magnetic : Reverse Polarity creates a large, orb-like particle aura around the player, consisting of the colors gold, yellow, and purple. Two rings; one large, and one small, rotate around the player in a set observable pattern, colored ...

The Random Rune Chest is an item that can be obtained from Achievements. When used, it gives a random Rune to the player. The types of runes the Random Rune Chest can currently give are: If you look inside the box, not all of the runes are there. This could be due to some of the runes being newer/harder to put in a chest. The runes that can be seen in the chest are the Rune of ...

Pump King's Head is an item added in the Eon1-1 update. Its used to craft a item Pump Punch. Pump King's Head appears to be a Jack-O-Lantern (similar to the one used by Jack The Pumpkin) with a black and orange crown, with a cross at the top, ontop of it. 80 of the Pump King's Heads are used to craft the Pump Punch Can be sold to Jack The Pumpkin for 100 ...

