



What is a solar weapon / ability final blow?

Solar weapon or ability final blows extend the duration of restoration and radiant effects applied to you. You are healed in a burst of mending [Solar]Solar Light. A grenade that cures allies on impact and creates an Orb of benevolent Solar Light,granting restoration to allies when picked up.

How do solar weapons work?

Your Solar ignitions have increased area of effect. Your class ability recharges faster when you scorch targets. Radiant and restoration effects applied to you have increased duration. Solar weapon final blows grant you and your allies increased recovery for a short duration.

What happens if you blow a target with a solar super?

Final blows with your Solar Super cause targets to ignite. Solar weapon or ability final blows extend the duration of restoration and radiant effects applied to you. Your Solar ignitions have increased area of effect. Your class ability recharges faster when you scorch targets. Radiant and restoration effects applied to you have increased duration.

How do you use a solar weapon?

If there aren't enough low-tier enemies for your Knives, use your Solar weapon to secure more kills and maintain Restoration. Your super should fill quickly thanks to Shards of Galanor, and you can cast it at a boss or a group of enemies. Every hit or final blow refunds your Super energy.

How do solar Supers work?

Radiant causes Solar weapons to apply scorch to unscorched combatants. While your Super is nearly fully-charged,ability final blows spawn Orbs of Power. Wearing Season of the Wish armor decreases Super amount threshold. Casting your Solar Super grants nearby allies radiant and increases the damage of your Super for each nearby ally.

How do Solar Super grenades work?

Applying restoration,cure,or radiant to allies grants increased grenade,melee,and class ability regeneration for a short duration. Defeating targets with Solar ignitions grants grenade energy. Your Solar ignitions spread

SOLAR POWER WEAPON FINAL BLOWS



scorch to affected targets. Final blows with your Solar Super cause targets to ignite.



Rapid Solar weapon final blows create an Orb of Power. Hands-On (x2) Gain bonus Super energy on melee kills. Arms armor mods. Heavy Handed. Solar weapon or ability final blows extend the duration of restoration and radiant effects applied to you. Comments. Add comment. Share build ? 1/4 ? Add to list



Shortly after using your class ability, your next weapon final blow spawns an Orb of Power. Breakdown. Orb generation. Heavy Handed. Your powered melee final blows create Orbs of Power. Solar weapon or ability final blows extend the duration of restoration and radiant effects applied to you. Heat Rises. You can fire weapons, melee, and

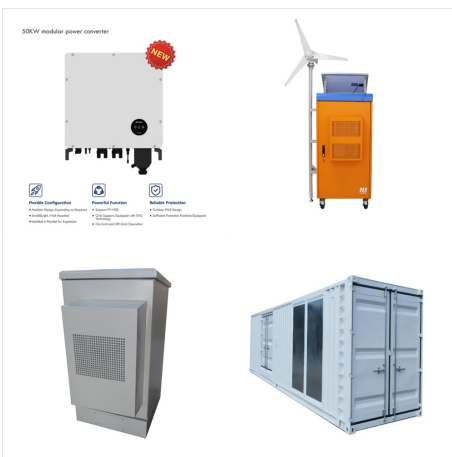


Rapid Solar weapon final blows create an Orb of Power. Heavy Ammo Finder. Increases the drop chance of Heavy ammo upon defeat of an opponent. Arms armor mods. Rapid Solar weapon precision hits and rapid Solar weapon final blows grant Radiant. Overload Pulse Rifle. Sustained fire from Pulse Rifles disrupts combatants, stunning them, delaying

SOLAR POWER WEAPON FINAL BLOWS



Multiple copies of this mod will not improve its effects. Powerful combatant final blows with Solar weapons grants Radiant. Must have a Solar subclass equipped. Helmet armor mods. Harmonic Siphon (x2) Rapid Solar weapon final blows create an Orb of Power. Ashes to Assets. Gain bonus Super energy on grenade kills. Arms armor mods. Heavy Handed (x2)



Rapid final blows with a Kinetic weapon or a weapon matching your equipped Super create an elemental pickup that matches your equipped Super. Overload Hand Cannon Landing consecutive hits with any Hand Cannon you are wielding disrupts combatants, stunning them, delaying ability energy regeneration and lowering combatant damage output.



Rapid Solar weapon final blows create an Orb of Power. Hands-On (x2) Gain bonus Super energy on melee kills. Arms armor mods. Heavy Handed. Solar weapon or ability final blows extend the duration of restoration and radiant effects applied to you. Ember of Solace.

SOLAR POWER WEAPON FINAL BLOWS



While using weapons with the Dealer's Choice origin trait, combatant precision final blows or rapidly defeating combatants cause the target to explode, dealing Solar damage to nearby combatants. Having several equipped weapons with the Dealer's Choice origin trait increases the effect of the explosion.



Shortly after dodging, your next weapon final blow spawns an Orb of Power. Weapons. D2Foundry -> Ruinous Effigy. Trace Rifle Transmutation ??? Final blows with this weapon collapse victims into Void Transmutation spheres. Rapid Solar weapon precision hits and rapid Solar weapon final blows grant Radiant. Overload Auto Rifle. Sustained fire



While your Super is nearly fully-charged, ability final blows spawn Orbs of Power. Wearing Season of the Wish armor decreases Super amount threshold. Rapid Solar weapon precision hits and rapid Solar weapon final blows grant Radiant. Overload Auto Rifle. Sustained fire from Auto Rifles disrupts combatants, stunning them, delaying ability

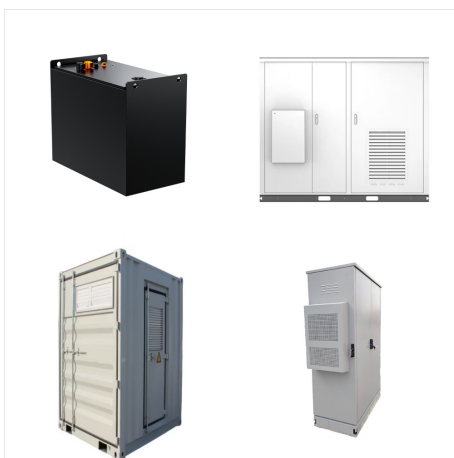
SOLAR POWER WEAPON FINAL BLOWS



Rapid Solar weapon final blows create an Orb of Power. Hands-On. Gain bonus Super energy on melee kills. Heavy Ammo Finder. Solar weapon or ability final blows extend the duration of restoration and radiant effects applied to you. Firesprite A luminous concentration of Solar energy. When picked up, Firesprites grant grenade energy.



Rapid Solar weapon final blows create an Orb of Power. Hands-On. Gain bonus Super energy on melee kills. Arms armor mods. Shortly after using your class ability, your next weapon final blow spawns an Orb of Power. Keywords. Restoration You regenerate health and shields over time. Cannot be interrupted by taking damage.



Solar weapon final blows grant you and your allies increased recovery for a short duration. Stacks 3 times. While Ember of Tempering is active, your weapons have increased airborne effectiveness, and your Solar weapon final blows create a Firesprite. Your weapons are enhanced by the power of the Traveler and deal increased damage to

SOLAR POWER WEAPON FINAL BLOWS



Shortly after using your class ability, your next weapon final blow spawns an Orb of Power. Bomber (x2) Reduces grenade cooldown when using your class ability. Artifact perks. While using a Solar subclass, Solar weapon final blows have a chance to spawn a Solar Elemental Orb. Solar Orbs can be thrown to create a Solar explosion that



Rapid Solar weapon final blows create an Orb of Power. Heavy Ammo Finder (x2) Increases the drop chance of Heavy ammo upon defeat of an opponent. Arms armor mods. Rapid Solar weapon precision hits and rapid Solar weapon final blows grant Radiant. Overload Pulse Rifle. Sustained fire from Pulse Rifles disrupts combatants, stunning them



Solar weapon final blows grant you and your allies increased recovery for a short duration. Stacks 3 times. While Ember of Tempering is active, your weapons have increased airborne effectiveness.

SOLAR POWER WEAPON FINAL BLOWS



Defeat combatants with Scythe final blows on the Derelict Leviathan, and defeat combatants with Solar Power weapon final blows in Sever activities: 125 harvest kills, 20 Solar Power weapon kills



While using weapons with the Dealer's Choice origin trait, combatant precision final blows or rapidly defeating combatants cause the target to explode, dealing Solar damage to nearby combatants. Having several equipped weapons with the Dealer's Choice origin trait increases the effect of the explosion.



Rapid Solar weapon final blows create an Orb of Power. Hands-On. Gain bonus Super energy on melee kills. Heavy Ammo Finder. Rapid Solar weapon precision hits and rapid Solar weapon final blows grant Radiant. Overload Auto Rifle. Sustained fire from Auto Rifles disrupts combatants, stunning them, delaying ability energy regeneration and

SOLAR POWER WEAPON FINAL BLOWS



While your Super is nearly fully-charged, ability final blows spawn Orbs of Power. Wearing Season of the Wish armor decreases Super amount threshold. Rapid Solar weapon precision hits and rapid Solar weapon final blows grant Radiant. Overload Auto Rifle. Sustained fire from Auto Rifles disrupts combatants, stunning them, delaying ability

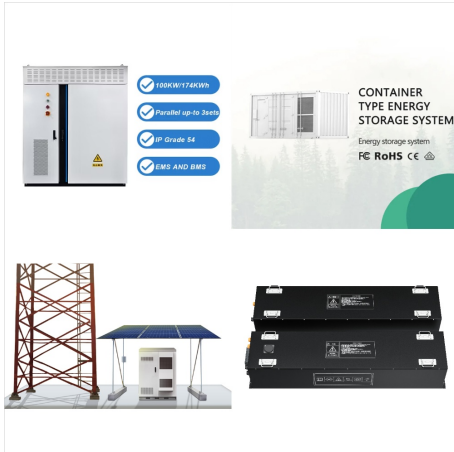


Rapid Solar weapon final blows create an Orb of Power. Heavy Ammo Finder. Increases the drop chance of Heavy ammo upon defeat of an opponent. Arms armor mods. Rapid Solar weapon precision hits and rapid Solar weapon final blows grant Radiant. Overload Auto Rifle. Sustained fire from Auto Rifles disrupts combatants, stunning them, delaying



Centered around the Exotic gauntlets, Shards of Galanor, this build allows you to regenerate up to 50% of your Super energy with each hit or final blow from your Blade Barrage. The result is more Supers, more damage, and ???

SOLAR POWER WEAPON FINAL BLOWS



Rapid Solar weapon final blows create an Orb of Power. Hands-On (x2) Gain bonus Super energy on melee kills. Arms armor mods. Heavy Handed. Rapid Solar weapon precision hits and rapid Solar weapon final blows grant Radiant. Overload Auto Rifle. Sustained fire from Auto Rifles disrupts combatants, stunning them, delaying ability energy



Rapid Solar weapon final blows create an Orb of Power. Ashes to Assets (x2) Gain bonus Super energy on grenade kills. Arms armor mods. Rapid Solar weapon precision hits and rapid Solar weapon final blows grant Radiant. Overload Pulse Rifle. Sustained fire from Pulse Rifles disrupts combatants, stunning them, delaying ability energy



Firewalker ??? Solar final blows periodically grant you an escalating bonus to weapon damage, and Solar grenade final blows grant you the highest bonus. You are harder to slow or freeze with Stasis, and when you break out, you take no damage from doing so, creating a burst of Solar energy around yourself.

SOLAR POWER WEAPON FINAL BLOWS



Rapid final blows with a Kinetic weapon or a weapon matching your equipped Super create an elemental pickup that matches your equipped Super. Overload Hand Cannon Landing consecutive hits with any Hand Cannon you ???



Rapid Solar weapon final blows create an Orb of Power Precious Scars Kintsugi ??? Final blows from weapons with a damage type matching your Super create a burst of healing around you that grants allies restoration.



Rapid Solar weapon final blows create an Orb of Power. Heavy Ammo Finder. Increases the drop chance of Heavy ammo upon defeat of an opponent. Arms armor mods. your next weapon final blow spawns an Orb of Power. Orb pickup. Better Already. Your health begins to regenerate immediately after picking up an Orb of Power. Class Ability cooldown.

SOLAR POWER WEAPON FINAL BLOWS



Shortly after using your class ability, your next weapon final blow spawns an Orb of Power. Bomber (x2) Reduces grenade cooldown when using your class ability. Artifact perks. While using a Solar subclass, Solar ???



Rapid Solar weapon final blows create an Orb of Power. Ashes to Assets (x2) Gain bonus Super energy on grenade kills. Arms armor mods. Firepower (x2) Solar weapon or ability final blows extend the duration of restoration and radiant effects applied to you. Comments. Add comment. Share build ? 1/4 ? Add to list