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General Skills / Abilities 🔌

- [Steal]: Increases your success rate when stealing. Ch-20 Note: Cooldowns for the active and passive abilities are calculated separately.
- [Repel Thorns] Skill: Use your energy to absorb 30% of all incoming attacks. If it's a melee battle, reflect the same amount of absorbed damage back to your opponent. Uses 300 energy, 500 stamina, and cools down in 110 seconds. Ch-264
- [Gene Liberation Lv.10]: Active Effect: By spending 800 health points, grants an attack boost for the next 2.4 seconds. 50% chance to deal 240% – 260% damage; 30% chance to deal 360% – 390% damage; 20% chance to deal 480% – 520% damage. Cooldown: 6 min 20 sec. Passive Effect: When health is below 28%, the ability will be activated automatically without cost. Passive Effect Cooldown: 17 mins. Remarks: You obtained the way to break through your limits. Through squeezing energy out of your cells, you can gain explosive power that exceeds your limit, but it will hurt your body.

Ch-469,922

- Ability mutation of [Flaming Will LV10]
- [Mechanical Force Field]: When you apply a Mechanical Force bonus, a machine will be used as the centre point, forming a force field around it. Machinery within this range will randomly have a 40 - 80% bonus effect (non-stackable), which only consumes the strength of one machine. The range of said force field is dependent on one's INT attribute. Ch-578

















- [Luck Curse] Ability: Using your luck as a sacrifice, you pray for the blessing of the God of Misfortune. -90% LUK, -90% LUK of the target. Duration: 3 hours. No cost. Before the curse ends, this ability cannot be used again. Ch-713
- [Breaking Skull] -- Ability: Which gave +40% critical chance when attacking the enemy's head with an 8-sec cooldown. Ch-714
- [Bold Explorer]: Special skill. When exploring an unknown location and appraising an unknown object, you can use this skill to obtain some information. It can be used repeatedly on the same target. Cooldown: 7 days. Every time the skill is used, you will fall into a [Rash] state. -60% LUK, lasts for 14 days. Ch-828, 837
- [Charge-Endless Potential] Ability: Your next melee attack will grant additional damage based on the sprint distance. The greater the distance, the higher the damage. There is no upper limit, but at the same time, your body will suffer from the recoil, being damaged for 70% of the total damage inflicted on the other party. Consumes 200 Energy and 3,000 Stamina. Cooldown: 240s. Remark: To strike the enemy, or to strike yourself, that is the problem. Ch-997
- [Polar Channel Flow—Blood Rage]—Ability: Through burning your health, you turn it into a special kind of blood energy. This increases your basic attributes, attack, Critical Rate, and ability strength, depending on the health you burn after every judgement. Duration equals the amount of time you burn your health for. After this ability ends, you'll enter a state of weakness that lasts three times the duration of this ability. Ch-1062
- [Mechanical Force Soldier Nest] Skill: Original Body Barracks portable troop scale Ch-1201
- [Sphere-compression Innovation Martial Body]- Original Body Barracks portable troop scale Skill: Ch-1201
- Secondary Dimension Civilisation's Mechanic Skill. Ch-1201
- [Kunde Rage]: After activating the skill, -5% health/s for a maximum of 40s. x2.0 Psychological Resistance, +5% damage, -5% INT, -20% CHA, -10% LUK. You will also be immune to all mental status effects apart from [Rage]. Cooldown: 5 min. Let rage fill your head! Ch-1238
- [Azure Dragon Bind Lv.10] Ability: Enemies will be restricted at close range, rooting both parties. The duration of the target's escape depends on the difference in Strength and Endurance. The minimum duration of control is 2.6s. At the same time, it provided additional Strength and Endurance, increasing the difficulty of the target breaking free. Ch-1355
- [Taunting Habits]: After opening skill, your language is easier to make the opposite party have the misunderstanding, Favorability Increase Efficiency -50%, Favorability Reduction Efficiency +100%, when you exchange in the fight and enemy, the enemy will have a bigger probability to treat as to attack target(determination probability to depend on charm, luck and Favorability Degree, lowly will be easier becomes hates object), will not have the consumption, after opening, continuous will at least activate for three minutes to close, opening will not have cooldown. Ch-1377

Class (Skills, Talents, and Abilities) 🔌

as the title suggests this lists contains all the Skills, Talents, and Abilities related to Han Xiao's class. see Mechanic to learn more about the mechanic class.

[Novice Engineer/Mechanic]Ch-2 **A**

[Novice Mechanic Affinity - Lv. 3] - - Increases mastery of engineering. **Ch-2**

[Basic Maintenance - Lv. 10 (max)] - Able to perform simple maintenance. Ch-2

[Basic Enhancement - Lv. 10 (max)] - Able to enhance machinery. **Ch-2**

[Overload] - Active Skill Drains Energy to temporarily increase the output of Machinery by 30-50% at the cost of durability.

















Intermediate Mechanic Affinity (Lv. 1) Skill: - +2% Production Quantity - +2% Production Speed

[Abstract Thinking] N/A

Strafe (Lv. 1) Skill: For two seconds, enables instantaneous movement within a 3-meter radius. Grants 15% bonus firing speed for the duration of the skill. Can only be used when equipped with a gun. (This skill can be activated even if you are on your last bullet.)

Cost: 3 Energy, 15 Stamina.

Cooldown: 12s

[Basic Refining](?)Skill: (Desc TBA)

[Mechanic Trainee] Ch-104 **6**

[Meticulous Repair]

[Medium Enhancement]

[Magnetic Ring Mechanic] Ch-233 🔗

[Advanced Machinery Affinity] Ability: Increases Machinery Affinity. Upgraded version of [Intermediate Mechanic Affinity].

[Surging Mechanical Force] Skill: Allows the user to use energy to increase the power of machinery, similar to Overload, but this is a continuous ability that causes very little damage to the machinery. It is a basic use of the Mechanical Force and also a prior requirement to many advanced abilities. Ch-233

[Electromagnetic Energy Extraction] Skill: It is a growth ability that increases energy. This is an energy training skill unique to Mechanics. Its effects are based on the INT attribute. Ch-233

[Energy Modification] Talent: Its effect is to increase the quality and efficiency of the machinery built based on the energy level. It is one of the specialties of Magnetic Ring Mechanics and a core talent of the Mechanic class. Ch-233

[Machinery: Last Stance] Skill: When a machinery's durability was less than ten percent, by using five hundred energy points, one could make a machinery restore back to fifty to eighty percent of the status. The higher the quality and the more complicated the machinery was, the shorter the time of effect of the skill. One's Intelligence attribute also affected the duration of the skill. After the duration, the machinery would self-destruct. Ch-262

[Data Mechanic] Ch-355 🔗

[High Concentration Refining] Skill: It increases the strength of the raw materials. Upgraded version of [Basic Refining]. Ch-355

[Magnetic Vision-Data Flow] Skill: After activation, one would enter a special magnetic vision. One's magnetic property energy







changed randomly every minute. As its cost is very low, this skill can be activated almost continuously. This skill can be used during building processes to help construction. **Ch-355**

[Blueprint Refinement] Skill: It is a passive skill which has a chance of being triggered during equipment building. That equipment's blueprint level would temporarily increase by at most three levels, increasing the end product's attributes. There was also a chance to 'crit' during the building process, resulting in an equipment of a higher grade. The chance depended on the user's Intelligence and Luck. **Ch-355**

[Machinery Analytical Comprehension] Talent: Increases Machinery Affinity directly according to Intelligence. Its effect was very powerful—every ten Intelligence increased Machinery Affinity by one percent. Ch-355

[Instant Deconstruction and Assembly] Ability: Allows for quick assembly and disassembly of items. It was obtained from the Class Knowledge [Rapid Assembly]. Ch-365

[War Mechanic] Ch-470 **6**

[Application Level Machinery Affinity] Ability: Has more Machinery Affinity bonus than [Advanced Machinery Affinity]. It is the core of the Mechanic class, and every level gave five percent Machinery Affinity. Ch-471

[Waste Modification] Ability: As the name suggested, this ability was a highly efficient waste recycling ability, and it's one of the reason [War Mechanic] has the prefix 'War'. If a machine was destroyed and became a pile of scrap parts, this ability could recover these parts and turn them into the original machinery. The machinery would have a twenty-five percent decrease in attributes and be one or two grades lower. Also, this ability could be used multiple times on the same target until the target's grade reached Gray or had a seventy-five percent decrease in attributes. This means that this ability could be used a maximum of three times on the same target. One of the prerequisites for this ability was one of the three abilities from the compression technology, [Basic Machinery Construction]. Ch-471

[Mechanical Force Overload] Ability: A normal boosting ability, similar to [Surging Mechanical Force] and [Overload] but with higher numbers. The difference between them is that [Surging Mechanical Force] has no side effect, [Overload] decreases the machinery's durability, and [Mechanical Force Overload] would cause the machinery to enter a cooldown where they could not be used. When this ability is used together with [Overload] on the same machine, the enhancement would increase by another forty percent, and the durability would decrease by thirty-three percent immediately. Ch-471

[Mechanical Force Combat Technique] Ability: This ability enhances the Mechanic instead of his machines. The Mechanical Force was transformed from Electromagnetic Energy, so it was also electromagnetic. This ability allows the Mechanics to still be able to fight even without machinery, just like how every Mage has a certain amount of melee battle capability. The prerequisite for this ability is the High-End Knowledge [Advanced Electromagnetic Forcefield]. Ch-471

[Battlefield Wisdom] Talent: A fixed talent of the Mechanic class. After entering battle, this talent would provide an additional one percent Intelligence every minute until it reached a maximum of fifteen percent. Ch-471

[Virtual Mechanic] Ch-531 🔗

[Strengthened Smart Control] Skill: A skill capable of increasing the attributes of an independent machine, with a skill introduction that states, 'An excellent smart system which increases the efficiency of a machine'. Ch-531





[Strengthened Hacking] Skill: Increases Hacking abilities. Ch-531

[Virtual Technology Essence] Talent: Is similar to [Machinery Analytical Comprehension]. Gives an additional bonus to all Virtual Technology-related Skills based on one's Intelligence. Ch-531

[Optimized Resource Allocation] Talent: It increases the efficiency of the Mechanic's assembly line by lowering the costs needed. Ch-531

[Optimized Mass Production Configuration] Talent: It increases the efficiency of the Mechanic's assembly line by increasing manufacturing speed. Ch-531

[Professional Machinery Affinity] Ability: it is the core skill of a Mechanic, and it provides an additional sixty percent Machinery Affinity when raised to the maximum level. Ch-531

[Galaxy Mechanic] Ch-618 🔗

[Machinery Theory Summary] Talent: one of the Mechanic class' core abilities. It increases Machinery Affinity based on Intelligence at a rate of 30 Intelligence to 2.2% Machinery Affinity. **Ch-619**

[Master Grade Machinery Affinity] Ability: At max level, it provides +75% Machinery Affinity. Ch-619

[Rapid Virtual Invasion] Ability: Speeds up the speed of virtual intrusion. In exchange, the duration of the authority obtained through virtual intrusion will become shorter. **Ch-619**

[Quantum Network Matrix] Ability: A core ability that has two effects. One is a huge increase in the range of intrusion, the second is a Virtual Intrusion version of 'splash' damage, similar to computers spreading viruses. Ch-619

[Truth Mechanic] Ch-661 🔗

[Machinery Truth Knowledge] Talent: Is a Truth Mechanic's core talent. It blends the truth about machines into manufacture. Its effect is to comprehensively strengthen machinery's armor, defense, energy core, weapon power, range and other attributes. The degree of increase in each attributes varies between 15 and 40%. In summary, it considerably increases the strength of mechanical objects. It also greatly increases manufacturing abilities. Ch-662

[Extreme Energy Output] Ability: Increases the output efficiency of the energy core, similar to expanding the mouth of a container to make water flow faster. It increases the power of the weapon based on the level of energy used, and the higher the level of energy used, the higher the damage bonus. Ch-662

[Logical Program Strengthening] Ability: Allows a Mechanic to carry out multiple upgrades for artificial intelligence, improving their calculation efficiency. Ch-662

[Deep Data Implantation] Ability: Strengthens one's latent intrusion ability. Instead of attacking the firewall, this ability allows one to find holes and gaps before sending disguised data packets into a target's artificial intelligence program, without triggering any alarms. These data packets can then be hidden inside the target's artificial intelligence and later used to 'filter' information, act as time bombs or even make the A.I. betrav its master. Ch-662

















[Mechanical Force Ascension - Apostle Body] Talent: This Talent and the ability [Machinery Apostilization] were set abilities. It would turn one's body into an Apostle Body through Mechanical Force so that one could use the energy of the machines. This was the prerequisite for [Machinery Apostilization] to take effect. At the same time, this talent determined the number of 'Apostilized' machines that one's body could endure. The judgment depended on the total of Intelligence and Endurance. The burden that a machine could bear depended on its Power Level. The stronger the machine, the higher the burden it would be able to bear. The burden of his machinery was 100 + X. 100 was the basic load that it could take, and X was 3% of a machine's Power Level. As long as one could think of a way to increase his Intelligence and Endurance, the upper limit of the load that one could take would also increase. Furthermore, for every 'Apostilized' machine, one's health point limit would decrease temporarily by 2,500, which would be lifted once the Apostilization ended. One could also use the 'Apostilzed' Machine's energy supply as his own supply. Ch-707

[Apostle Machinery Affinity] Ability: The core talent passed down through the Mechanic class. At max level, its effect was +105% Machinery Affinity. Ch-707

[Machinery Apostilization] Ability: When using this ability, the energy of one's mechanical suit would be turned into his own energy through the Mechanical Force link, increasing his Energy Rank; giving dozens points of Endurance, Strength, and Dexterity bonuses as well as a part of the mechanical suit's bonus effects such as skills. Any machinery could be 'Apostilized', and different machines would provide different bonuses. 'Apostilization' would also put a burden on the machines, depending on the machine's level. Ch-707

[Emperor Mechanic] Ch-752 **A**

[Machinery Emperor] Talent: 'Machinery obeys you like your people.' Its effect is a 150% increase in Virtual Intrusion efficiency and a 200% increase in Machinery Affinity, as well as an increase of one level to all machinery related abilities. This bonus can exceed the maximum level. This talent also has another core effect: just like the [Apostle Mechanic]'s talent [Mechanical Force Ascension- Apostle Body], [Machinery Emperor] also causes his Mechanical Force attribute to ascend once again, acquiring the ability to gift machinery stronger powers. This is the prerequisite of many of the Emperor Mechanic's abilities. Ch-753

[Emperor Machinery Affinity] Ability: Is stronger than [Apostle Machinery Affinity]. It gives 150% Machinery Affinity at the max level. Ch-753

[Emperor's Gift] Skill: Is one of the core skill. Its effect is to use Mechanical Force to enhance a single machine permanently, giving it extremely powerful additional attributes. It can only be used three times on the same target and has a very long cooldown. The extent of the enhancement depends on the user's own attributes, and the target has a random chance of receiving an extra special ability. In summary, this ability can enhance common mobs into elites or even mini-bosses! Ch-753

• New Additional Effect: [Emperor's Gift] on a mechanical life has a chance to upgrade the target's model and grant it higher growth potential. For example, a normal model potential can be upgraded to an elite model. Remarks: The higher the target's model is, the smaller the chance of this effect being triggered. Ch-810

[Quantum Infinite Distance Transmission Channel] Ability: It is an enhanced method of transmitting Mechanical Force through the Void. This ability is a technology that canbe used widely, not just on himself and not just on Mechanical Force, but any kind of energy. It is a much more advanced method of transmitting energy over long distances. Ch-753



















technology than the compressed orbs. Ch-753

[Mechanical Force—Emperor's Power] Skill: Can gather great forces onto himself, like an advanced version of Machinery Apostilization. At the same time, once the mechanical army receiving Mechanical Force bonuses reached a certain size, they would provide attribute bonuses to himself through the Mechanical Force link. This bonus depends on the size of the army. The larger the user's army was, the more bonuses [Mechanical Force—Emperor's Power] would provide, which meant that the Army Style benefitted from this the most. **Ch-753**

Once the user activated this ability and provided bonuses to the mechanical army through his Mechanical Force, he would receive a huge amount of bonuses. Of course, the energy consumption of this ability was enormous. Normal Mechanics would not be able to activate [Mechanical Force—Emperor's Power] for a long time if they did not have the ability to recover energy quickly.

[King's Mentor] Skill: [King's Mentor] and [Emperor's Gift] are similar as they are both abilities to enhance machinery. The difference was, [King's Mentor] is an AOE ability. Its effect is to store the special Mechanical Force enhanced by [Machinery Emperor] in machinery over long periods of time. With the machinery's energy furnace, that Mechanical Force would be kept within the machinery's body, giving the machinery self-growth capabilities. This means that the machinery would level up on their own without the user improving them manually. **Ch-753**

As long as the enhanced mechanical soldiers were not destroyed in battle, their attributes would slowly increase, and they would turn into elites. Blue grade mechanical soldiers might slowly become purple grade; level 100 mechanical soldiers might slowly acquire attributes on par with level 120 mechanical soldiers.

[Lord Mechanic] Ch-854 **b**

[Mechanic Lord] Talent: Gives +300% Machinery Affinity, +200% Virtual Intrusion and virtual defense efficiency, and some changes to the properties of Mechanical Force, granting the so-called 'Lord Power'. It is the prerequisite of some of the Lord Mechanic's abilities. **Ch-854**

[Lord Machinery Affinity] Ability: gives +190% Machinery Affinity at max level. Ch-854

[Apostle Life Creation] Ability: Is similar to [Emperor's Gift], also giving special enhancement to an individual machine. However, [Emperor's Gift] can only be used three times on the same target and does not limit the number of targets. Whereas [Apostle Life Creation]'s effect is to use the so-called 'Power of the Lord's Dominance' Mechanical Force to turn a mechanical soldier into an 'Apostle Weapon'. The enhancement is much stronger. It can basically turn a normal unit into a mini boss unit and a unit with better fundamentals into a big boss unit. It has a long cooldown of one month.

With such powerful enhancement effects, [Apostle Life Creation] restricted the number of Apostle Weapons. At max level, the user can have twelve Apostle Weapons at the same time. The Power of Lord's Dominance in their body can be retrieved anytime and given to another machine. This ability also enjoys enhancement from the various other enhancement abilities. Every level increases the maximum Apostle Weapon number by one. Ch-854, 857

[Lord's Descent] Skill: Is an ability to fight with a remote army. Through the special Mechanical Force of a Lord Mechanic, one could project his consciousness, mind, and power onto a mechanical soldier and turn this mechanical soldier into some sort of avatar. It would share a large portion of the main body's attributes, abilities, and talents and have Beyond Grade A strength. This



























that this could only be used on one target at a time.

If [Lord's Descent] is used frequently on the same target, there is a chance to form a Soul Connection. Ch-854

[Divine Throne Mechanic] Ch-947 🔗

[Key of Adeptus Mechanicus] Talent: It increases Machinery Affinity by two hundred percent, and sets up a Machinery Faith. As long as there are believers who treated one as their Machinery Deity, he would receive bonus attributes. The greater the number of followers, the greater the bonus. The [Key of Adeptus Mechanicus] provides an all-rounded improvement. Be it in basic attributes, Machinery Affinity, manufacturing efficiency, creation performance ,or ability strength, there would be a percentage bonus from it. Ch-947, 948

[Spirit Instrument] Talent: Increases the success rate of gold-grade blueprints, and one would receive an additional bonus if he was able to construct Universal Treasure-grade gold equipment. Ch-947

- Level One Bonus: +2.5% basic success rate of building gold equipment, +1.2% basic success rate of inventing gold blueprints. **Ch-1040**
- Level Two Bonus: golden blueprint basic manufacture success ratio + 2.5%, research and development golden blueprint basic success ratio + 1.2%, mutation rate of a Universal Treasure into a Space Wonder by 0.2%. **Ch-1070**
- Level Three Bonus: golden blueprint basic manufacture success ratio + 2.5%, research and development golden blueprint basic success ratio + 1.2%, mutation rate of a Universal Treasure into a Space Wonder by 0.4%. **Ch-1095**

[Mechanical Evolution—Creator's Heart] Talent: Is a core talent that increases Machinery Affinity by 450%, production efficiency by 300%, and Machinery Creation Performance by 40%. It is similar to [Mechanical Force Ascension—Apostle Body], which also allowed the attributes of one's Mechanical Force to achieve a transformation.

At the same time, this talent strengthens personal attributes as well. It provides Free Attribute Points based on the levels of one's Mechanic skills, which include blueprint skills. Level 4 would provide one point, level 7 two points, and level 10 three points. Ch-947

[Universal Simulation] Skill: A creation skill. Allows machinery to simulate various different celestial bodies, natural phenomena, and so on. Ch-947

[Dimension Factory] Skill: Is similar to an Emperor Mechanic's [Secondary Dimension Army]. The difference between the two is that [Dimension Factory] gives the ability to set up a logistics base in the secondary dimension, and the ability to bring this factory during a war, collecting the spare parts in the battlefield and sending them back into the furnace to create and repair machines. The freshly constructed machines could then be sent straight into the battlefield. He would even be able to construct equipment on the spot to target the enemy's weakness. With [Dimension Factory], a Mechanic does not have to worry about the lack of logistical support no matter where he went. Ch-947

[Virtual Paramount] Skill: An ability that came from the Virtual Mechanic branch. It increases the effects of Virtual Technology by 200% and increases their levels by 3 as well as opening a virtual world that only Virtual Life Forms and Virtual Souls can enter. There are plenty of uses for this skill. It could be the breeding ground for Virtual Life Forms for them to evolve over time. It also allows one to build a fortress in the quantum network and release a large number of special Al hunters. He would be able to













in the virtual world, the greater the damage dealt. Un-y4/

[Mechanical Proliferation Growth] Skill: Strengthens one's mechanical life forms. It increases the efficiency of transforming a mechanical life form and increases the effect of [Mechanical Life Tinder]. Ch-947

[Strengthened Machinery Civilization] Skill: Strengthen one's mechanical life forms. It strengthens one's machinery civilization in many ways, including improving their reproductive capabilities and the potential of future generations. Ch-947

[Apostle Evolution] Skill: Strengthens the effects of [Apostle Life Creation]. It increases the combat capability of Apostle Weapons. Ch-947

[Composite Mechanical Deity] Skill: Transformation skill. With the main body or Lord avatar as the core, one would be able to combine with his mechanical army to form a gigantic mechanical body. As long as the mechanical army was large enough, it would be possible to grow to the size of a planet. Furthermore, the gigantic mechanical body will have all the attributes of the mechanical army. Ch-947

[Legendary Mechanic] Ch-1388 **A**

[Transcendent Artifact]- Talent: Increases the success rate of developing and creating Gold blueprints, and gives them a small chance to become Space Wonders. This talent also unlocks a new grade for equipment, Red, which is the 'Divine Artifact' grade. This is not achieved through crafting, but through selecting a machine and enhancing it. There is a limit to the number of Divine Artifacts you can have, which is 3. It is very similar to the [Apostle Life Creation] skill.

[Energy Base: God of All Machines]- Talent: Basically allows the user to generate energy outside of their cells. One can use machinery or virtual data to produce energy. This also means that one can abandon their original body and become a Virtual Life form. Gives a massive amount of Machinery Affinity.

[Mechanical Deity • Supreme Heavenly Venerate] - Skill: One of the final version of the Mechanical Deity. It is significantly more powerful than Han Xiao's previous Mechanical Deity upgrade. This skill is different depending on what branch one focused on. If one were a Virtual Mechanic, they would receive this skill. If one were an Energy Mechanic or Armed Mechanic, they would receive [Mechanical Deity - Origin Divine Lord] and [Mechanical Deity - Universal Emperor] respectively. When combined with [Energy Base: God of All Machines], you can basically become the Mechanical Deity.

[Virtual Creation (Pseudo)]- Skill: Can turn the imaginary into reality. Though these things have to follow the rules of physics and things that actually exist in reality. One would assume that due to the (Pseudo) prefix, it would have restrictions. First, the conversion requires an equivalent amount of resources. If you wish to create a whole mechanical army, then you will have to have the amount of resources required to create that army. Second, after a certain amount of time, the object will disintegrate, along with the materials.

[Virtual Creation (True)] - Skill: Transformed from [Virtual Creation (Pseudo)] through the help of the World Tree. Same effect as [Virtual Creation (Pseudo)] skill but without the restriction.

[Life Transformation • Virtual] - Skill: Can make any normal life form a Virtual Life form. Let's say you have a dog and use this skill on it, the dog will become a Virtual Life form. It is possible that the life form will loose some of their abilities, though.











P



Sub Class **6**

"the experience required to level up a subclass would increase with each level, the amount of experience required would still be less than leveling a main class."[1]

[Agent] [2] **6**

Basic Combat - Lv. 6 (0/16000) - Skill: +6% Damage when unarmed. [2]

Basic Shooting - Lv. 6 (0/16000) - Skill: +6% Accuracy. [2]

Grappling - Lv. 1 (0/3000) - Skill: +3% Parry, +2% Damage when unarmed [2]

Precise Aim - Lv. 1 (0/3000) - Skill: +3% Accuracy, +2% Ranged Damage [2]

• Upgraded to Level 3, and gives an additional 3% Accuracy and 4% Critical Chance. [3]

[Special Ops Combat] Skill: Special Ops focused on explosiveness, assassination, and usage of tools; +6% Crit Rate (melee), +4% Damage (bare-handed)

Sniping - (Lv. 1) - Skill: +4% Fatal Shot and +5% Shooting Range [4]

[Lethal Critical Hits] Skill: Vital spot critical damage increases from 200% to 250%. Dealing four vital spot critical hits in two seconds has a 0.1% – 1.5% chance of trigger a lethal attack. Ch-200

[Field Controlling Vision] (Lv.10) Skill: Upon activation, +15% Fire Rate, +20% Range, +22% Field Vision. Lasts 13 seconds. Ch-201

Cooldown: 12 minutes

Stamina Usage: 300

[Proficient Combat] Talent: +5 STR, +3 END, +6% Melee Attack, +4% Parry Chance. Ch-201

[Proficient Shooting] Talent: +6 DEX, +8% Firearm Attack, +4% Fire Rate. Ch-201

[Night Stalker] Ch-124 **b**

[Stealth Lv.1] Skill:

[Night Attack Lv.1] Skill:

[Bat Habit] Talent: Vision will not be affected by the night, able to detect surroundings with sound. When fighting during the night, +5% DEX. Han Xiao obtained this after maxing out all abilities in [Night Stalker].Ch-201

















[Quick War-machinery Repairs] Skill: When repairing war machinery, the efficiency increases by 24%. During the repairing process, randomly restore 3% - 6% durability. The chances depend on INT. No maximum occurrence.

[Military Modification] (Lv.10) Skill: When creating or modifying war machinery, the status of equipment increases by 8% – 14%. (Note: The buff is based on the original status and does not include statuses from other buffs.)

[Military Machinery Enlightenment] Ability: You have been enlightened. When building new war machinery, +30% success rate when building a new production line, +10% Quality of Production Line, -18% resource costs, and +20% speed of production.

[Scholar] Ch-438 🔗

[Research Theory] Talent: The effect of that talent was one bonus Intelligence point for every three abilities. Ch-438

General Mechanic Skills &

[Active Mechanical Force]: The skill came from the knowledge [Activation Theory]. It is a passive skill that could increase one's Machinery Affinity by 150% at level one and 280% at the max level. Ch-774

[Advanced Machinery Construction]: The upgraded form of [Basic Machinery Construction]. It largely increased the speed of construction, and as long as the raw materials were sufficient, raw materials could rapidly be transformed into spare parts before being assembled into machines. This skill could also increase the effect of [Waste Modification] and the upper limit of [Waste Modification] was increased to eight. The original twenty percent decrease in a machine's attributes had fallen to ten percent. Ch-774

[Fine Material Refinement]: The upgraded ability of a Mechanic's basic refinement. It increased his ability to work with new materials and also strengthened his machinery. Ch-774

[Legendary Enhancement]: Was the upgraded ability of a Mechanic's basic enhancement. It They increased his ability to work with new materials and also strengthened his machinery. Ch-774

[Machinery Fusion]: It bestowed a mechanical soldier with the ability to swallow other machines and decompose the target to snatch the target's armor and equipment. This was a way for a mechanical soldier to evolve and grow. It improved the hardware of the mechanical soldier. It increased a mechanical soldier's body strength and basic stats. Ch-774

[Tinder Awakening]: This ability can turn machinery into mechanical lives, igniting the mind tinder of mechanical lives; Requirement: This can only be used on machinery enhanced by [King's Mentor] and [Machinery Fusion]. It can be used on multiple targets at the same time. No cooldown; Cost: 50% health, 50% energy, 80% Stamina. Ch-810

[Ultimate Material Refinement] Ch-857

[Endless Material Combination]: You can combine the specialties of any materials and attempt to create new material recipes. The higher the grade of the material and the more complicated the recipe, the lower the success rate. The basic success rate is determined by INT and Machinery Affinity. When you craft a new recipe, the strength of the new material will be increased. Ch-857















defensive abilities. Ch-857

[Virtual Soul]: You soul can transform into a Virtual Life Form and live within the quantum network. Total level, INT, and Virtual Technology skills will determine the strength after transformation in the quantum network. This effect can be cancelled.

When you use your Mechanical Force to connect to a target, you can temporarily virtualize your target's soul and pull it into the quantum network. Success rate is determined by total level, INT, MYS, and LUK. If successful, the target won't be able to control their body temporarily, and attacking the target in the quantum network will cause mental damage.

Cooldown: 15 min. Ch-857

[Energy Innovation]: Passive Ability. This Ability will only be upgraded with each increase in level for [Eternal Power Source]. Every level up will unlock additional advanced energy technology as well as reactor blueprints. Ch-900

[Inspirational Creation]: Its effect was to use XP to combine an unlimited number of blueprints in any combination to undergo Blueprint Refinement, creating new improved or merged blueprints. One could also choose advanced settings such as focusing on certain aspects such as attack or defense, which was more stable than random blueprints.

For players who were unable to change their blueprints manually, this skill was akin to magic. This skill also had a slight chance to synthesize the blueprints of Universal Treasures and was the only way for a Mechanic to create Gold Equipment! Ch-910, 1108

[Virtual Purification-Restore] Can purify the artificial intelligence target that was infected by viruses. The Virtual Mutiny Virus, for example, rewrote the fundamental logic of machines into killing organic life forms, and this talent's effect would clear that modification and restore the target's normal fundamental logic. Ch-1124

Beyond Grade A Skills **6**

[Mighty Prestige]: It was a halo type ability that could be turned on and off. A life form at a higher realm was capable of emanating pressure, and this had turned into a skill. The suppression would cover a certain region, and the individuals within the region would be affected by it, inflicting a negative status to reduce their attributes. However, it was only useful to life forms with intelligence, and certain life forms that were immune to mental skills were immune toward it, such as Mechanical Lives. It was useless against individuals of the same level. Ch-880

Talents &

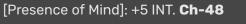
read the notes section before adding stuff read the notes section as the definition of Talents varies through out the book depending on who the translator is.

General Talents 🔗

[Concentration]: +10% to learning and crafting speeds. **Ch-1**

[Low Level Willpower]: +3 Resistance. Ch-1

+



[Quick Pace]: Agility+6, Attack Speed+5%. Ch-87

[Extraordinary Physique]: +10% Health, +180% Recovery Rate, +8% Abnormalities Resistance. Ch-183

[Call of the Wild]: Increases default affinity with beast type monsters with a chance to communicate. Charisma increases the chance of communication. Ch-214

[Lethal Shot]: 12 - 25% chance to activate true damage with the first shot on target. This cannot be reactivated on the same target within 5 minutes. Ch-215

[Void Genes] - Talent: Your senses can detect the changes in space, giving you a stronger reaction speed and more flexibility. (+28% Movement Speed, +15% Dodge Rate). Ch-386

[Advanced Mental Toughness] - talent: +35% Psychological Resistance, decrease Psychological Resistance needed to be immune to mental controlling debuffs, -30% duration of these debuffs. **Ch-452**

[Self-Healing] (No Level): When you are injured, you can spend energy to increase your health recovery speed. Maximum recovery speed 120/s. Ch-465

[Locked Shot] - Next shot would definitely hit with an addition 10 - 18% of critical damage. Ch-468

[Flexible Weapon Usage] - When using any type of weapon (including but not limited to cold weapons, firearms, mechanical weapons, magical weapons, rare treasures, etc.), +12% base weapon damage. Ch-551

[Bones of Steel] Gives thirty Strength and twenty Endurance. Ch-643

[Golden Ratio Body]: +3% STR, +3% DEX, +3% END, +75 CHA. **Ch-714**

[Soul Lock]: +20% Psychological Resistance. Duration of all negative spiritual effects is reduced by 10%. When you suffer a spiritual attack, you have a 18% – 34% chance to negate the damage. If damage is negated, there is a cooldown time of 30 minutes. Ch-743

[Spiritual Onsen]: Gave him an added twenty percent psychological resistance, as well as accelerated the removal of any abnormal mental statuses and soul damage. Ch-896

[Heroic Wrists] - Talent: You have frightening wrist strength, a strong body, and vigorous cell activity. As your character's overall level rises, your STR, END and Attack will increase.

- Lv1 - 100: Every 10 levels will give +30 STR, +15 END, and +0.6% increase in attack.

- Lv101 - 200: Every 10 levels will give +45 STR, +25 END, and +0.9% increase in attack.













Ch-909

[Brain Enhancement], Increase intelligence attribute +4% Ch-922

[Mental Defense]: +40% Psychological Resistance. You will be immune to [Chaos] and [Shock] statuses. Ch-945

[Magic Resisting Body]: Your body has additional resistance toward magic. +45% Magic Resistance. You will have a 5% chance of being immune to a magical attack. Cooldown: 10 mins. **Ch-945**

[Psychological Barrier Enhancement]—Talent: +120% Psychological Resistance, +50% Abnormal Psychological State Resistance. Ch-1061

[Super Overload]—Talent: Your body can endure an even greater load. Some buffs will last longer on you. +1,500 END, +15% maximum health. **Ch-1061**

[Cell Activity Expansion]—Talent: Through training, you have enhanced the activity of your cells, increasing the quantity of energy your cells can contain and efficiently make use of. With your character's level increasing, your energy will gradually increase.

Lv1 – Lv100: +0.5% maximum energy, -1% Energy Cost, +2% Stamina Energy Conversion Efficiency every 10 levels; Lv100 – Lv200: +0.8% maximum energy, -1.5% Energy Cost, +4% Stamina Energy Conversion Efficiency every 10 levels; Above Lv200: +1.2% maximum energy, -2% Energy Cost, +6% Stamina Energy Conversion Efficiency every 10 levels. Ch-1061

[Celebrity Effect] - Talent: Others will feel close to you and forgive you more easily. Ch-1063, 1084

[Primal Esper Ability Body Affinity]: Primal Esper Ability Bodies are more compatible to you.] Ch-1077, 1316

[Heart of Fearlessness] -Talent: When fighting against a strong enemy, you can gain additional attack power bonus. When the enemy's rank is below b, this ability does not trigger; when the enemy's rank is b, you gain 5% base attack damage bonus; when the enemy rank is a, you get 15% base attack bonus; when the enemy rank is s, you get 25% base attack bonus; when the enemy rank is s + Level, you get a 35% base attack power bonus; when the enemy rank is SS, you get a 45% base attack power bonus] Ch-1184

[Elderly Killer]-Expertise: When facing an opponent older than yourself, your base attack power will increase with the battle, the cap will be capped at 15%, and your charm will be increased by 40%.] Ch-1217

[The Enemy]: The greater the loss of your health, the higher your damage. Maximum bonus 25%. Effects will be refreshed after leaving combat state. You can use summoned creatures and machinery during the effect. Ch-1238

[Proof of Leadership]: You will receive an all-round bonus when you are the leader of a race. The bonus will be dependent on the size and level of the faction. No upper limit. Ch-1238

[Third Sanctuary Jurisdiction Lv6]: Related to authority in the sanctuary, the more level, the more it can do (time flow rate...). To increase level need more Third Sanctuary Fragments. Ch-1255



















the ability intensity and all attributes addition(this effect similar function in mechanical soldier and summon and other attached battle power)] Ch-1276

[Ancient One]: Your long life provided you with a wealth of valuable experience. +20% INT, +10% MYS, +2 levels to all skills. Ch-1276

[Secondary Dimension affinity]- Talent: Promotes you to establish the probability of relation with certain Secondary Dimension, and when borrows Secondary Dimension strength, the effect has been promoted all-around] Ch-1304

When compared with battle power with Three Great Civilizations direct line war, Han Xiao had settled accounts then Challenge Quest some time ago, took 5200 hundred million experience rewards, eight character card, as well as pulled out six new ability. And two is ordinary Talent, two advanced Talent, rare skill... Ch-1312

[Vast and Mighty Divine Prestige]- Grade Talent: You grasped God's Prestige, your any ability will obtain the huge enhancement, the addition effect depends on character overall level, below Lv300, every 10 levels + 8%; Above Lv300, every 10 levels + 12% (This can be stacked with [Transcendental Strength] and [Unsurpassed Prestige] bonuses) Ch-1388

[Cosmic Godly Being]- Grade Talent: Your body is extremely tenacious, contains inconceivable Life Strength, your lifespan has continued to the cosmos end, overall level each rise level 1, endurance addition + 1 (This can be stacked with [Eternal Body] bonuses) **Ch-1388**

[Information Only • Conceptualizing Eternal Life] - Grade Talent: In the entire cosmos range, the information carrier records your information, but also some people read aloud your name, you will then not wither away truly, even your mental and fleshly being ruin, will still adopt the Information State in Turmoil again rebirth in some time and some space. Ch-1388

[Information State writes off]- Grade Talent: You can disregard the space limit, information state basic of chain-like damage opposite party, creates the damage, simultaneously..... individual memory, network data, written record and other type information carriers, the synchronization will be affected. Ch-1418

General Mechanic Specific Talents 🔗

[Super Electromagnetic Sense]: Your 'magnetic' attribute will be enhanced. The bonus received from every energy level will change. Ch-636

[Elementary Grade Mechanical Sense]: Weakened Version of [Intermediate Grade Mechanical Sense], [Advanced Grade Mechanical Sense], Ch-630 [Perfect Mechanical Sense].(evolved chapter 976)

[Assembly Line Professional] as well as [High Level Mechanical Suit Pilot] which were stated in chapter 746.

[Proficient Technician]: Its effect was a slight increase in the attributes of the machinery he built of eight to fourteen percent, twenty-two percent quicker building speed, and six percent reduced cost. Ch-750







[Mechanical Life Creator]: Mechanical Lives created by you will see you as their god. Their faith and loyalty are deeply buried in their most fundamental logic. When accepting bonuses from your Mechanical Force, they will receive the [Encouragement] effect and have +10% Basic Stats. **Ch-810**

[Material Pioneer]: The probability of success for merging new materials is increased, and the abilities obtained from special materials have been increased. For example, the self-recovery ability of machines when using memory alloy will be increased. **Ch-857**

[Virtual Lord]: Your various Virtual Technology skills have been strengthened greatly. The total bonus is 2.5. When you enter the quantum network vision, your consciousness can jump to different quantum network nodes and increase your range greatly. You can let Virtual Life Forms submit to you. You have mastered all the various Virtual Technology skills, and the quantum network is your fortress. **Ch-857**

[Advanced Energy Control]: When utilizing advanced energy, x1.15 Attack Power Bonus, x1.2 Shield Durability Factor, +30% Machinery Core Efficiency, +20% Output Efficiency. Ch-**900**

[Ultimate Manufacturer]: The effect was simple and practical, increasing the base performance of his machinery by 25 – 30%, as well as his production speed by 300 – 500%. **Ch-910**

[Ultimate Knowledge Possessor] is enhanced. +15% – +25% Attributes for machinery built, +150% – 600% Machinery Affinity. New effect added: All Mechanic skill levels +1 (can exceed the upper limit). Ch-928

[Almighty Mechanic]: +20% Mechanic Creation Attributes, all Mechanic Skill levels +2 (can exceed the upper limit). In addition, +1,500 INT, +500 Free Attribute Points. Extra Effect I: +1% Machinery Affinity for every 20 points in INT. Extra Effect II: Passive Aura, any life forms around you gain a boost of +200 INT. Ch-**928**

[Hyperspace Thought]: Enhances all spatial device performances, control effect is significantly strengthened, and your domain related abilities and all space-related abilities will be enhanced. +50 – 100% increase in CC duration, +20% to mobility of all machinery equipment, +40% to mental resistance. Ch-928

[Affable AI] - Could increase the power of his Virtual Technology skills by thirty percent. The bonus was still alright, but the most important aspect of the skill was the effect on AI lifeforms. **Ch-962**

[Innate Machinery Soul]: You have an innate machinery talent, and your understanding of machines increases according to your strength. Lv1 – Lv100, +5% Machinery Affinity and +3% Virtual Technology skill for every 10 levels. Lv100 – Lv200, +7% Machinery Affinity and +5% Virtual Technology skill for every 10 levels. Lv200 and above, +10% Machinery Affinity and +7% Virtual Technology skill for every 10 levels. **Ch-963**

[Universal Treasure Creator]-Talent: Its introduction was that building a Universal Treasure meant that he had touched a certain new level. Its effect was +10% Machinery Creation Performance, +1 level to all machinery abilities, +4% basic success rate of building gold equipment, and +2% basic success rate of inventing gold blueprints. **Ch-1041**

[Machinery Control Master]—Talent: Machines that are enhanced by your Mechanical Force will receive the following bonuses: +120% Melee Damage, +24% Ranged Damage, +35% mechanical suit performance. **Ch-1061**

















limited by the ability's max level); +40% production, enhancement, and repairing ability; +60% Virtual Technology effects; +15% Machinery basic attributes; +120% Machinery production speed; +3,000 INT. Remark: "In the machinery territory, you're an allknowing sage."

The current Potential Points in your possession and the Potential Points you obtain in the future can be turned into 'Awakening Points' at a 1:1 conversion rate.

Usage I: 1 An Awakening Point can be converted into 100 Free Attribute Points (Irreversible).

Usage II: 1 An Awakening Point can be used to level up one maxed level ability by 1 level (Irreversible).

Usage III: Awakening Points can be used to increase the awakening process of Unique Talent. The amount increased by every 1 Awakening Point depends on the level and grade of the Unique Talent (Irreversible). 100 Awakening Points can be used to activate the brief structure of a Unique Talent (Custom talent direction).

Usage IV: Awakening Points can be used to increase the grade of blueprints. The amount increased by every 1 Awakening Point depends on the level and grade of the blueprint (Irreversible).

Usage V: Awakening Points can be used to increase the progress of inventing a blueprint. The amount increased by every 1 Awakening Point depends on the level and grade of the blueprint (Irreversible). Ch-1108

Molding Talents 🔗

[Basic Strengthen Life] - Talent: turn Endurance into extra Health Points with a conversion ratio of 1 to 15. (Evolved Chapter 386) Ch-104

[Steel Body]- Talent: Immune to true damage. Ch-264

[Intermediate Strengthened Life] (upgrade of [Basic Strengthen Life]) - The conversion ratio of Endurance to HP 1: 30 and an extra effect of +25% Resistance. (Evolved Chapter 647) Ch-386

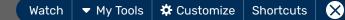
[Middle Grade Cell Proliferation Control]- Talent: Make use of energy to proliferate cells, heal wounds, and convert energy into HP at the ratio of 1:5. Recovery rate capped at 28% of total HP per second. (Evolved Chapter 896) Ch-563

[Energy Absorption]- Talent: When subject to any physical, energy, magical, or other attacks, 60% of the damage offset by resistance will be converted into energy. Ch-563

[Advanced Strengthened Life](upgrade of [Intermediate Strengthen Life]) Provides extra health based on END on a scale of 1:60, +25 Resistance, +10% all attributes temporarily for every 40% health lost. Ch-647

[Legendary Battle Technique] - Talent: Every third attack will deal 35% extra True Damage. Ch-679

[High Grade Cell Proliferation Control] (Upgrade of [Middle Grade Cell Proliferation Control]): Make use of energy to proliferate cells, heal wounds, and convert energy into HP at a ratio of 1:9. Recovery rate capped at 35% of total HP per second. Ch-896





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resistance, and the remaining 75% of damage received will be used to calculate the resistance instead. 60% of the damage offset by resistance will be converted into energy. **Ch-896**

[Legendary Fixed Damage Reduction]- Talent: When taking damage, after factoring in resistance, the damage is further reduced by 7,500 before calculating any other resistance-based talents. If you have the talent series of 'Low Level Damage Immunity', then the fixed damage reduction will be the maximum value of said talent. **Ch-954**

[Perfect Mechanical Sense]- Talent: Total Machinery Affinity multiplied by 1.4. (Includes basic value, bonuses from passive abilities, and talents. This effect applies to the total value.) When enhancing machines using Mechanical Force, the Grade of the machine will be temporarily increased by one or two Grades, up to Pink Rare Grade. +4 levels to all Mechanic class active abilities. This effect can exceed the level limit. **Ch-976**

100 Million Mechanic Empire-Manison – Talent: +15% INT, +1.2x Machinery Affinity Coefficient, +2 to all Mechanic Class Skills. In addition, +6 to (Machinery Fusion), [Emperor's Gift], [King's Mentor), [Tinder Awakening), [Apostle Life Creation], [Dimension Factory), [Apostle Evolution), (Mechanical Proliferation Growth), (Strengthened Machinery Civilization)... +5,000% for machinery production efficiency and +10% – 40% for the quality of mechanic artifacts produced. Furthermore, +36% in abilities relating to the research and manufacturing of ordinary blueprints, and +12% in abilities relating to the research and manufacturing for Golden blueprints.

When battling against any other machinery, you will obtain a bonus of +10% to all Attributes, -15% to damage received, and +10% to damage dealt to the other party. Your energy and stamina consumption are also reduced by 25%.

Remarks: You're the owner of hundreds of millions of machines. You are the Mechanic Emperor! Ch-1120

[Virtual Technology Innovation • Manison] - Exclusive Talent: You have improved virtual technology, discovered new application directions, and obtained an additional 1.75x virtual technology class ability bonus. After the virtual technology innovation, you have Special effect] **Ch-1170**

[Perfect Energy Affinity Physique] - Talent: You have an amazing affinity for various energies, your basic energy perception + 120%, your basic energy resistance + 90%, your basic energy absorption efficiency + 60%, your base energy attack power + 30%, + 20% maximum energy. **Ch-1228**

[Great Emperor of War • Han Xiao] - Exclusive Talent: intelligence +10%, in combat, your Mechanical Force intensity obtains the 1.2 x addition coefficient, the mechanical creation display efficiency obtains the 1.3 x addition coefficient(other percentage increases and addition coefficients are multiplication relations). **Ch-1294**

[Divinity Enhancement]- Talent: The effects increased the strength of some of his abilities and tremendously enhanced the bonuses of the various God's Trait Transformation levels while enhancing the bonuses of talents related to religion, including (Key of Adeptus Mechanicus). **Ch-1312**

[Mechanical Force Esoterics • Manison] - Exclusive Talent: Mechanical Force obtains the strengthening, dramatically increases Machinery Affinity and Mechanical Force intensity, as well as huge strengthens Mechanical Force attribute, to promote the vigor upper limit. **Ch-1312**



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your strength (including but not limited to various types of weapons and equipment, mechanical creations, summoned entities, and other means of combat that you possess). The bonus effect depends on the character's total Level. From Level 1 – 100: +2% Attack Power every 10 Levels, from Level 100 - 160: +3% Attack Power every 10 Levels, above Level 160: +4% Attack Power every 10 Levels. Ch-578

Beyond A Grade Talents **6**

[Supreme Power]: You have gained power exceeding the Calamity Grade. The energy in the universe is yours to control. Your ability strength has increased, including but not limited to all weapons, equipment, machinery, and other combat means controlled by you. Bonus depends on Total Level.

Lv1 – Lv100: +4% attack every 10 levels; Lv100 – Lv200: +6% attack every 10 levels; Lv200 and above: +10% attack every 10 levels]

Current Bonus: 140% (This can be stacked with [Superhuman] bonuses) Ch-760

[Eternal Body] - Grade Talent: The life span of your cells is very long-lasting. +1 END Bonus every 2 levels. Ch-760

[Strengthened Elemental Resistance] - Talent: Boosted his attributes like [Perfect Mechanical Sense], and its multiplier was 1.25. **Ch-880**

[Optimized Energy Usage]: It reduces the energy and stamina consumption of all his skills to 27%. Ch-880

[High Grade Life Vitality]: It increased the upper limit of his health and recovery rate. His health increased by 17%, and his recovery rate increased by 120%. Ch-880

Milestone 6

This was a Legendary Milestone. Upon completion, corresponding Legendary Points and rewards would be granted.

[Legendary Hunter] - Milestone: Current Progress: 1/5 (Kill 5 special creatures). Reward: increases damage to wild beasts. Ch-463

[Exploration Pioneer] - Milestone: Complete 3 exploration missions in Flickering World with Grade A or above. Reward: Increased rate of obtaining Dungeon Copies or Random Rewards. Ch-927,967

[Civilization Destroyer] - Milestone Activation Requirements: Participate in three large scale galactic war missions related to the life and death of a civilization (Star System level and above) and aid your faction in defeating the enemy. Mission Rating cannot be less than 'Excellent'. Current Progress 1 / 3. Reward: increases damage by six percent and attack range by twenty-five percent. Ch-980

[Slave Liberator] - Milestone: Current Progress: Complete quest [Ending the Darkness]. Reward: Your relationship with all Lawful

















[Void Conqueror] - Milestone: Destroy eight Void Dukes and their organizations (void life forms at the same life form level are accepted). At the same time, achieve a Favorability rating of Respect (3,000 Favorability) in at least four Void Dukes' factions. Reward will be given after Milestone is completed.

Milestone Completion Reward: If you possess Void abilities, their base effects will have a slight increase, and you will obtain 500 - 2,000 Free Attribute Points. You will also obtain +1 Legendary Point, +20 Favorability on all void life forms, and +1 God's Trait Transformation Point. This will only be given if the [God's Trait Transformation] talent is activated. Ch-1072,1081

[Primal Esper Ability Collector] - Milestone: When you fight with the psionicist, your full stats rise slightly, and the psionicist's damage to you is reduced by 12% ~ 20%] **Ch-1142**

[Friend of Intelligence Lifeforms] - Milestone: Current Progress: Complete quest [Restart] Ch-1170

[Civilization Leader Assassin] - Milestone: All civilization leaders favor -10, your declaration is more likely to be valued by major civilizations. At the same time, your enemy 's civilization, when any of your fleets and superpowers engages with you or your forces and allies, reduces their defense and resistance by 3% ~ 7%] **Ch-1184**

[Old Calendar Witness] - Milestone: +3% intelligence and +3% misterious attribute] **Ch-1205**

[Deep into Enemy Camp] - Milestone: When you in the enemy sphere of influence action, were not detected easily, obtains 3% all attributes additions. Ch-1316

[World Tree Buster]: When you and World Tree faction object fights, you to actual damage + 12% that the opposite party creates, and there is a certain probability to initiate [Fear] status. There is also a final reward prompt on the panel. Han Xiao glanced at it, which is a reward for a piece of sanctuary, which means that his level of authority in each sanctuary has been upgraded by one level. Ch-1324

Achievement Ability 6

Some abilities could be obtained through hidden challenges—they were called Achievement Abilities. Most of them had quite good effects.

[One Against the World] - Achievement Ability: When in battle, if you're alone, you will receive an 11% increase in all attributes. Ch-449

Race Talents/Abilites 🄌

Type-i Space Human 🤌

Adaptive Herd/Species: Debuff resistance, physical resistance, and mental resistance all increased by ten percent. Ch-262 (Disappeared when he changed his race in chapter 470)

Void Prowler 🔗

+

Travel] in chapter 578)

Void Mirror: Image could generate a mirror image without any combat ability used to confuse the enemy. High stamina cost. Ch-470

Void Shadow: An ability to summon a Void Shadow that would exist for thirty minutes. The shadow had the characteristics of a shadow—it would not be wounded, could not attack, and moved extremely fast. It could be used to scout or disrupt the enemy's vision. High stamina cost. **Ch-470**

Chaos Observer **6**

Advanced Void Travel: An upgraded version of the original [Void Travel] which lasted up to three minutes. The phasing was also increased, meaning that he could now phase longer distances and complete more things during that time. However, the cooldown remained at five minutes. Ch-578

Void Vision - Observer: Utilized chaos body to phase between the void dimension and the physical world. Unlike [Void Travel], where time was almost static. When using this ability, time flowed as per normal & he could hide within the gap to observe changes in the outside world and with a larger field of vision. Ch-578 (Disappeared in Chapter 675 upon race evolution)

Observer's Mark: Related to new sense organs. A marker can be set around a certain person, place, or spatial coordinate, so it could be observed across space synchronously, akin to a split screen mode with a maximum of five markers at any one time. The markers could also be replaced. **Ch-578** (Disappeared in Chapter 675 upon race evolution)

Chaos Entity – Release: Individual changed from a physical lifeform into an energy field (energy life form). Inside this field, the chaos fog constituted his organs and body parts at a microscopic level. It was precisely all these molecular and atomic structures that formed a circuit of thinking, conducted through bioelectricity. This ability must be used first to operate Observer's Mark and Void Vision - Observer. Ch-578 (Disappeared in Chapter 675 upon race evolution)

Effects: entire person dispersed, turning into a gray fog. This was a weird field of energy, where light was swallowed up by it, but it retained its gray color instead of being displayed as black. (Chaos Body)

- After transformation Chaos Body has ninety-five percent immunity to damage. The energy possessed in human form would turn into the HP level of the chaos body, meaning that energy was required to maintain this state. Most skills and abilities were frozen, but [Void Dimension Travel] is greatly enhanced, and its cooldown is reduced from 5 minutes to 15 seconds.
- •If the HP of the chaos body was fully depleted, it would force the human form to take shape once again. However, the energy would be completely depleted, and there would be a negative status of [Severe Injury]. At the same time, [Chaos Entity – Release] would enter a forty-eight-hour cooldown period.
- •Chaos Observer can only use Void Vision in this state. This state also allows for the movement through solid objects entering of the void dimension.

Void Distorter 6

Void Molt: Is an enhancement ability. As his genes were enhanced by Void Energy, and he could enter a special state by burning



















symmetrical deep blue patterns on his body and his hair would become silver. His eyes would look like obsidians, and his pupils would become rice-sized white dots. If energy was used, his entire body would be covered with silver flames fueled by Void Energy. Ch-675

Void Distortion: The ability to affect reality by pulling the Void Dimension. It was an ability with a large area of effect and a very high continuous consumption of mana. It would also send out psychic impacts to the enemies within the range. **Ch-675**

Void Ripple: Is a single target damage ability. Its effect was concentrating Void Energy to unleash explosive damage on the enemy. Even Han Xiao was startled when he saw the theoretical damage numbers. Most of the damage dealt by this ability was True Damage. Ch-675 (Erased as of chapter 736)

Void Star Pursuer A

Void Dimension Jump: Upgrade of [Advanced Void Travel]. Void travel is no longer a short-ranged blink skill. Allows for one to travel through the Void Dimension for a longer time. Ch-736

Radiation Absorption: Helps the body withstand conditions in space without equipment. Able to absorb radiation from the universe to strengthen its own body. A special ability of universal life forms, allow cells to absorb radiation in the universe and increase attributes permanently. If his physical body was exposed to outer space for a period of time, it would trigger [Radiation Absorption], which would permanently increase his Strength, Agility, or Endurance by one to three points or increase his energy capacity by five to ten points.

If [Radiation Absorption] was used continuously, the effect would be weakened, and one would need to expose themselves in outer space for a longer period of time before they received the increased attributes.

However, if it was not triggered for a day, the time needed to expose oneself to trigger the effect would also return to the initial state.

This absorption process could be dismantled into three steps—absorption, storage, and digestion. Since cells are not bottomless and only had limited storage and digestion capabilities, this situation occurred. Ch-736, 740

Cosmic Environmental Adaptation: Helps the body adapt the the extreme radiation and nanoparticles in the universe. Molds the body into that of a universeal life form and provide increased defense, physical resistance, and elemental resistance. Ch-736

Strengthened Void Distortion: The upgraded version of Void Distortion. It's stronger with a lower cooldown. Ch-736

Void Pathfinder **6**

Void Blessing: Strengthened Version of [Void Molt]. It increased the effects of [Void Molt] by about twenty-five percent. Ch-760

Void Path: As the name suggested, this was the upgraded version of Void Distortion, which allowed him to directly open the gate of the Void Dimension. This was also how the name [Void Pathfinder] came about. Furthermore, opening the Void Dimension had many uses. He could throw the enemies' attacks inside like trash, or he could send the enemies into the Void Dimension. He could even connect to a certain area within the Void Dimension and let the beings in there out into the world.





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Mechanical Genius: 1.15x Machinery Affinity increased to 1.25x. +30% Machinery Creation Performance increased to 40%. New effect added: All Mechanic skills will be increased by 1 level. **Ch-760, 946**

Void Ethereal Echo: use for many purposes, able apply debuffs to the enemy, restricting the enemy's movement, defending, or attacking. Used only for one purpose at a time and had a cooldown of five minutes. (This talent was originally apart of the [Chaos Apostle] Race but Black Star obtained it during his Beyond A Grade Race Evolution) **Ch-760**

Supreme Piety: It gave a ninety percent Psychological Resistance increase and immunity to all kinds of deceptive psychic attacks, as well as a twenty percent chance to reflect psychic attacks. (This talent was originally apart of the [Void Preacher] Race but Black Star obtained it during his Beyond A Grade Race Evolution) **Ch-760**

Void Blessing: Strengthened Version of [Void Molt]. It increased the effects of [Void Molt] by about twenty-five percent. (This talent was originally apart of the [Void Pathfinder] Race but Black Star regained it during his Beyond A Grade Race Evolution)

Ch-760

Void Path: As the name suggested, this was the upgraded version of Void Distortion, which allowed him to directly open the gate of the Void Dimension. This was also how the name [Void Pathfinder] came about. Furthermore, opening the Void Dimension had many uses. He could throw the enemies' attacks inside like trash, or he could send the enemies into the Void Dimension. He could even connect to a certain area within the Void Dimension and let the beings in there out into the world. The only flaw was its long cooldown. (This talent was originally apart of the [Void Pathfinder] Race but Black Star regained it during his Beyond A Grade Race Evolution) **Ch-760**

Void Dimension Jump: Upgrade of [Advanced Void Travel]. Void travel is no longer a short-ranged blink skill. Allows for one to travel through the Void Dimension for a longer time. (This talent was originally apart of the [Void Star Pursuer] Race but Black Star regained it during his Beyond A Grade Race Evolution) **Ch-760**

Radiation Absorption: Helps the body withstand conditions in space without equipment. Able to absorb radiation from the universe to strengthen its own body. A special ability of universal life forms, allow cells to absorb radiation in the universe and increase attributes permanently. If his physical body was exposed to outer space for a period of time, it would trigger [Radiation Absorption], which would permanently increase his Strength, Agility, or Endurance by one to three points or increase his energy capacity by five to ten points.

If [Radiation Absorption] was used continuously, the effect would be weakened, and one would need to expose themselves in outer space for a longer period of time before they received the increased attributes.

However, if it was not triggered for a day, the time needed to expose oneself to trigger the effect would also return to the initial state.

This absorption process could be dismantled into three steps—absorption, storage, and digestion. Since cells are not bottomless and only had limited storage and digestion capabilities, this situation occurred. (This talent was originally apart of the [Void Star Pursuer] Race but Black Star regained it during his Beyond A Grade Race Evolution) **Ch-760**

(2)

Cosmic Environmental Adaptation: Helps the body adapt the the extreme radiation and nanoparticles in the universe. Molds the























Strengthened Void Distortion: The upgraded version of Void Distortion. It's stronger with a lower cooldown. (This talent was originally apart of the [Void Star Pursuer] Race but Black Star regained it during his Beyond A Grade Race Evolution) Ch-760

Void Vision - Observer: Utilized chaos body to phase between the void dimension and the physical world. Unlike [Void Travel], where time was almost static. When using this ability, time flowed as per normal & he could hide within the gap to observe changes in the outside world and with a larger field of vision. (This talent was originally apart of the [Chaos Observer] Race but Black Star regained it during his Beyond A Grade Race Evolution) Ch-760

Observer's Mark: Related to new sense organs. A marker can be set around a certain person, place, or spatial coordinate, so it could be observed across space synchronously, akin to a split screen mode with a maximum of five markers at any one time. The markers could also be replaced. (This talent was originally apart of the [Chaos Observer] Race but Black Star regained it during his Beyond A Grade Race Evolution) Ch-760

Chaos Entity – Release: Individual changed from a physical lifeform into an energy field (energy life form). Inside this field, the chaos fog constituted his organs and body parts at a microscopic level. It was precisely all these molecular and atomic structures that formed a circuit of thinking, conducted through bioelectricity. This ability must be used first to operate Observer's Mark and Void Vision - Observer.

Effects: entire person dispersed, turning into a gray fog. This was a weird field of energy, where light was swallowed up by it, but it retained its gray color instead of being displayed as black. (Chaos Body)

- After transformation Chaos Body has ninety-five percent immunity to damage. The energy possessed in human form would turn into the HP level of the chaos body, meaning that energy was required to maintain this state. Most skills and abilities were frozen, but [Void Dimension Travel] is greatly enhanced, and its cooldown is reduced from 5 minutes to 15 seconds.
- •If the HP of the chaos body was fully depleted, it would force the human form to take shape once again. However, the energy would be completely depleted, and there would be a negative status of [Severe Injury]. At the same time, [Chaos Entity – Release] would enter a forty-eight-hour cooldown period.
- •Chaos Observer can only use Void Vision in this state. This state also allows for the movement through solid objects entering of the void dimension.

Adaptive Herd/Species: Debuff resistance, physical resistance, and mental resistance all increased by ten percent. (This talent was originally apart of the [Void Star Pursuer] Race but Black Star regained it during his Beyond A Grade Race Evolution) Ch-760

Void Prison: By making Void Dimension superimposed within a space, the Space Attribute of an area to be changed briefly, forming a strange field. This field restricts movements and energy circulation of the individuals within unless they have some ability to bypass the Void Dimension's energies. This skill came from the [Void Saint] Race. Ch-851

Void Replacement: By consuming 15% of HP and vigor one can forcefully swap the position of a target with each other, cooldown 320 seconds. This skill came from the [Void Juggler] Race Ch-851













more effectively and increase your attributes. This skill came from the [Void Archangel] Race Ch-946

Your attack and defense will be boosted by Void Energy, and your attacks will receive a void bonus (12,500 points +12% attack). -10,000 damage and +15% Resistance to all damage taken.

You will receive more from Divine Void Power as your level increases.

Level 1 – 100: +15 STR, DEX, END, INT, and MYS for every 10 levels, +0.5% attack.

Level 100 - 200: +30 STR, DEX, END, INT, and MYS for every 10 levels, +1% attack.

Level 200 and above: +45 STR, DEX, END, INT, and MYS for every 10 levels, +1.5% attack.

Tyracles Mechanical Legacy: The Mechanic discipline is inherited in the memories of the Saint Tyracles Race. The Saint Tyracles Race has superb talent in the Mechanic Class. -20% Experience to level up any Mechanic skills (inclusive of but not limited to Mechanic skills and blueprints).

You will receive more Mechanical Legacy as your level increases.

Level 1 – Lv100: +8% Machinery Affinity for every 10 levels.

Level 100 – Lv200: +12% Machinery Affinity for every 10 levels.

Level 200 and above: +16% Machinery Affinity for every 10 levels.

The legacy of the Saint Tyracles Race is stored in their memories. You will unlock a special race blueprint when you reach Levels 20, 60, 100, 160, 200, 260, 320, and 360. Ch-946

Black Star God Race - Royal Bloodline **6**

Void Control: You can control Void Dimension to a certain extent (including but not limited to: borrow Void Energy to strengthen yourself, draw Void Dimension at high speed, convert Void Energy to vigor, summon Void Dimension comes ...).

Gene Limiter Removed: Your physical strength can break through species restrictions, greatly liberating potential, you will get a huge amount of attributes, and you will have a chance to increase the relevant attributes when performing daily activities.

[Machinery Divine Body]: Machinery Affinity 1500, your Mechanical Force attribute has been strengthened, your [Favor of the Ruler] enter step is [Endowment of God], Your [Apostle Creation of Life] enter step is [God's Messenger Creation], Your [Awakening the Spark] enter step is [Root of the Spark], Your [Dimension Factory] enter step is [Divine Body Fortress]Ch-1387

• [Root of the Spark] : [Awakening the Spark] Is used to make Mechanical Lifeform ability, needs the active discharge, but after the evolution, had/left the passive effect, so long as the machinery were connected by Mechanical Force, can turn into Mechanical Lifeform temporarily, obtains Mechanical Lifeform various increases, separates the Mechanical Force















consumption was also low, the convenient degree rose suddenly.

• [Divine Body Fortress]: The function, is within the body can open one Secondary Dimension to take Dimension Factory, no longer needs to summon the Secondary Dimension front door, probably the machinery Martial Body advanced version itself/Ben, did not have the side effect, even if the external environment by space stabilization anchor locking, can still violent soldier unfold to the field.

[Void Divine Body]: Basic attributes other than luck +1500, you gain 30 points of awakening, and all void race talents you have are fully enhanced. You can open up a second void dimension in your body and incorporate it into the original void dimension space, Living body, material, etc. Ch-1387

Divine Power Gene: ability intensity +10%, each time enter step +2% **Ch-1388**

Inborn Elite: When all attributes +10%, Lv1~Lv100, the promotion obtains 4 Free Attribute Points each time additionally; When Lv100~Lv200, the promotion obtains 8 Free Attribute Points each time additionally; When Lv200 ~ Lv300, the promotion obtains 12 Free Attribute Points each time additionally ; Above Lv300, the promotion obtains 16 Free Attribute Points each time additionally Ch-1388

General Energy Training Technique o

The more of such Energy Training Techniques one learned, the more the consumption of experience would increase. Increase energy upper limits.

[Energy Training Technique] - Skills: +10 Energy - 0/80 times (Each use costs 800 experience and 500 stamina). Ch-48

[Sunil Energy Training Technique]: Foundation technique in training energy for Sunils. Overall Effect: +20 Energy. 0/100 Cycles. Each cycle depends on STR, DEX, or END (Select highest attribute). Every cycle will exhaust 50,000 experience and 1,500 stamina. Each cycle would add 3 Energy. (Altogether promoted 320 energy upper limits) Ch-522

[Luhan Hammer Technique] - Skills: (Altogether promoted "few hundred" energy upper limits) Ch-523

[Radiation Absorption] - Skills: (Altogether promoted 16000 energy upper limits for 30 years) Ch-735

[Heber Stellar Furnace Cultivation] - Ability: A secret technique the Tyrant uses to cultivate his energy. Current Effect: +500 Energy. Training Times: 0/650. This must be used on a Fixed Star. The effect of every training session depends on the time spent on the Fixed Star. Maximum effect per training: 25 Energy. Minimum: 0. Cost: 6,000,000 Experience per training session. Ch-780

(Ch-926 - Han Xiao bought numerous energy training method, invested experience to train slowly, lets the vigor slow growth.)

[Dark Energy Common Refinement Manuel] - Skills: absorbs dark energy to transform, most exercises 240 times, the single exercise limit effect is the + 10 vigor upper limits, most may provide 2400 vigor upper limits. Ch-934

[Dragon Emperor Star Energy Extraction Technique] - Skills: (Altogether promoted 25000 energy upper limits) Ch-1177

















This is a special system exclusive to Peak Beyond Grade A's after their Energy Rank reaches IvI 21. At the moment, no one has seen the end of this system.

From stage 1-10 of the God Trait Transformation, every upgrade cost 1 god's traits transformation point. From 10 stage cost of every upgrade rise dramatically. After 10, every stage have Transformation Request, which reduce cost of upgrade. There are 3 transformation requests on every stage. Each request reduce cost for 1 god's traits transformation point. Transformation Request examples: [1. reach level 345]; [2. comprehends Exclusive Talent]; [3. self-developed golden blueprint]...

Cost of Upgrade Ch-1219

11 stage • 6 GTT points

12 stage • 7 GTT points

13 stage • 8 GTT points

14 stage • 9 GTT points (?) (Not confirmed)

15 stage • 10 GTT points (?) (Not confirmed)

So, cost of completing God's Traits Transformation route is around 50 GTTT points without Transformation Request reduction and 35 with reduction. For both routes you need to spend 100 GTTT points or 70 with reduction. It's actually explain why there are no one higher then Beyond Grade A.

[God's Trait Transformation—Machinery(15 /15)]- **Ch-1262**

Stage One: +1,000 Machinery Affinity, +20% Ability power. The basic effects of all Mechanic class abilities are slightly enhanced.] Ch-1027

Stage Two: +15% building, enhancing, repairing abilities, +1% Machinery Affinity for every 30 INT. Main branch ability effects enhanced (Virtual Branch).] Ch-1041

Third Stage: [Apostle Mechanic] Machinery skill level + of following profession stage 3, assembly line production efficiency + 50%, assembly line product quality +10%, material cost -25%, obtains 1500 points of intelligence attribute additionally, 30 potential point] Ch-1070

Stage Four: +3 Levels to abilities belonging to the [Apostle Mechanic] and [Emperor Mechanic] stages. +25% base success rate of inventing blueprints. +15% base success rate of improving blueprints. +3% base success rate of inventing Grade Gold blueprints. +1.5% rate of acquiring unique talents. +15% abilities of the sub-branches.

Stage Five: +3 to all skills from [Lord Mechanic] and [Divine Throne Mechanic]. You have received a 1.1x boost to Machinery Affinity, +28% boost to abilities, 1.2x boost to Attack Power Output, 1.2x boost to Shield Durability, +40% Mechanical Energy Core Power Output, and +20% to all types of Energy Power Output.

















There are now unknown changes in your Life Hierarchy.

You have obtained a new understanding of Machinery. +15% chance of forming a new exclusive expertise. The skill [Universal Simulation] has obtained a sublimation.

You have begun to perceive part of the power of the transformation route – [Talent Unknown].

Stage Ten: It increased the level of all Mechanic skills from the (Apostle Mechanic) to the [Divine Throne Mechanic) Classes by three, along with a 1.2 times bonus to Machinery Affinity, a forty percent bonus to skill effect, and a 1.3 times bonus to damage and shield durability... It was basically a replica of the fifth stage's effect, with an increase in the bonus range provided. **Ch-1190**

[Divinity of Machinery] - Talent: This is the mechanical branch arrives at the peak Special Reward, the effect is comprehensive, the addition range covered ability intensity and Mechanical Force affinity and manufacture efficiency and basic attribute and endurance addition wait/etc. aspects, making Han Xiao's energy level promote 900 Ona again about, make further progress went a step further. In addition, [Divinity of Machinery] two attaches ability, when with Mechanical Force connects the machinery, oneself can slowly fold status, fiercely competes and successfully competes. Second, when next time enter step, will obtain one additionally time "life gradation quantum leap", looks like in Han Xiao, this possibly is this Talent most essential effect, can be called is "transformation". Ch-1262

[God's Trait Transformation—Void(15 /15)]- Ch-1387

[Stage One: Exclusive Racial Talents are enhanced, and all Racial Talents of the Void Race Evolution route will be strengthened. You have been awarded 1,750 Attribute Points.] Ch-1027

Other 🔗

[Mark of the Underworld]: Its effect granted him the right to control the secondary dimension to a certain extent, similar to the Mark of Evil Convergence, which Traveler had. At the same time, it would also increase his strength to some extent. Ch-1235

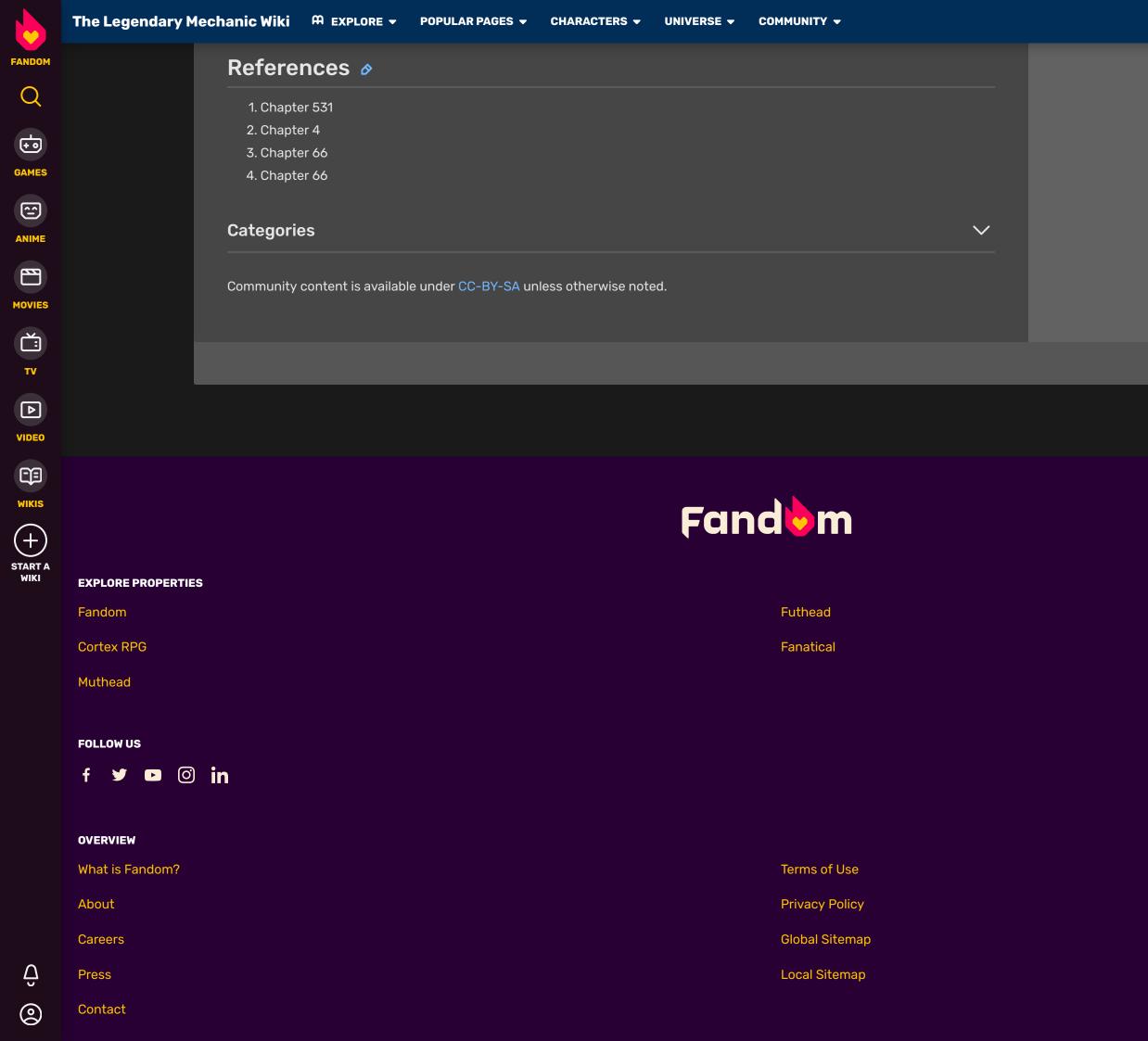
Furthermore, he could also dray the soul of the enemies he killed into the Underworld. This was equivalent to basically getting part of Hila's power as a part-time soul collector. Ch-1079

Notes **6**

Original version

- Not all of Han Xaio's Skills, Talents, or Energy Training abilities have been stated with their descriptions and even some of the names of these Talents, Skills, and Energy Training abilities have not been mentioned.
- Talents, in particular Mechanical Talents don't have levels this misconception comes from a mistranslation done in chapter 4 and other sections of the book by the original editor Millman97 this mistranslation exists for the first 85 chapters and is evident even in chapter 2.

here is a comparison of a sentence from chapter 4 to get an idea of whats wrong and a link to what it was actually referring to.





Q P V ...

