

# The Legendary Mechanic Wiki

 in: [Han Xiao](#), [Black Star Legion](#)



# Han Xiao/Cultivation


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## Progress

Level	Power Level	Novel	Grade	Class	Manhua	Cor
1	1-2 Ona	1		N/A		
			<b>F</b>			

20	48-55	5	<b>Engineer</b>	6		
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142	11,237 Ona	578			
146	N/A	618			
170	14,780 Ona	630	A	Galaxy Mechanic	[You exp Gra and ene hav the nigl
180	17,810 Ona	662		Truth Mechanic	[You fror A+ Alth acti is a wee son Sup
195	20,170 Ona	675			[You A+ Sad brai with
200	N/A	707			
207	24,668 Ona	714	A+	Apostle Mechanic	[As you the tan wor Are not bec tan
211	N/A	716			
217		721			
221	29,277 Ona	735			[He bye
226	N/A	752			
238	34450 <sup>[1]</sup>	753			
239	N/A	758			
240	43,837	760		Emperor Mechanic	[Be As a pov Calc Gra





+0 STR, +40 DEX, +94 INT, +72 MYS, +56 CHA, +840 Energy

[Advanced Void Travel]

- It was an upgraded version of the original **[Void Travel]**, lasting 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.

[Chaos Entity – Release]


- The entire person suddenly disperses, 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.
- After becoming a Chaos Body, he changed from Life Entity to Life Domain.

[Void Vision – Observer]

- Utilized the Chaos Body that could phase between the void dimension and the physical world. This was unlike **[Void Travel]**, where time was almost static. When he utilized this ability, time flowed as per normal, but he could hide within the gap to observe changes in the outside world and with a larger field of vision.

[Observer’s Mark]

- It was related to his new sense organs. As long as the markers were set around a certain person, place, or spatial coordinate, they 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.

<b><i><u>Void Distorter</u></i></b> <b><i>(Human Form)</i></b> 	<b><i>4th Race</i></b> <b><i>Refinement</i></b>	180	675
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+44 STR, +83 DEX, +65 END, +120 INT, +92 MYS, +34 CHA, +1460 Energy

New Energy Attribute: [Void]

- +30% Energy recovery speed
- +1000 Energy

[Advanced Void Travel]

- A shared talent for Void species, so it did not change.

[Void Molt]

- It was an enhancement ability. As the genes were enhanced by Void Energy, and he could enter a special state by burning energy with the Void attribute. In that state, all his attributes would increase, and the Void attribute of his energy would be enhanced as well.

[Void Distortion]


- This ability is 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

• The range and power of **[Void Distortion]** were both remarkable, so this ability could be used regularly against enemies of the same grade.

**[Void Ripple]**

• It was a single target damage ability. Its effect was concentrating Void Energy to unleash explosive damage on the enemy.

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<b><i><u>Void Star Pursuer (Human Form)</u></i></b> 	<b><i>5th Race Refinement</i></b>	220	735
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+154 STR, +179 DEX, +323 END, +188 INT, +120 MYS, +70 CHA, +3760 Energy

**[Void Dimension Jump]**

• **[Advanced Void Travel]** was changed to **[Void Dimension Jump]**, and it was no longer a short-ranged blink skill.

• Void Star Pursuer was a Void life form and could travel through space without relying on any equipment. It was able to distort the Void Dimension through its abilities and alter spacetime. As such, a Void Star Pursuer was able to remain in the Void Dimension for a very long time, and this skill was like a divine skill for escaping.

**[Strengthened Void Distortion]**

• **[Void Distortion]** was changed to **[Strengthened Void Distortion]**. Its strength increased and cooldown decreased.

**[Void Molt]**

• It was strengthened slightly, but the name of the skill remained unchanged.

**[Radiation Absorption]**

• The Void Star Pursuer was able to absorb radiation from the universe to strengthen its own body. This was a special ability of universe life forms.

• The first use of this talent was to transform Han Xiao into a universe life form. He was now able to survive in the universe without the aid of any equipment and would be like a fish in water.


• The second use of it was to allow his cells to absorb radiation in the universe and increase his attributes permanently.

**[Cosmic Environmental Adaptation]**

• The environment of the universe was extremely harsh and filled with radiation and nanoparticles. For a universe life form to survive in such a harsh environment, their bodies need to be extremely adaptable and have a high level of defense.

• This talent molded Han Xiao’s body into that of a universe life form and provided him with increased defense, physical resistance, and elemental resistance.

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<b><i><u>Void Pathfinder (Human Form)</u></i></b> 	<b><i>6th Race Refinement</i></b>	230	760
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[Divine Void Power]

- **[Divine Void Power]** was one of the ***[Void Archangel]***'s talents.
- Your understanding of the void has been increased to a new level. You will be able to control Void Energy more effectively and increase your attributes.
- 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.
- Current bonus: +900 STR, DEX, END, INT and MYS, +30% attack.

[Tyracles Mechanical Legacy]

- **[Tyracles Mechanical Legacy]** was one of the ***[Saint Tyracles Race]***'s talents.
- 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.

**[Mechanical Genius]** has been upgraded.

- 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.

<i><b><u>Black Star Race</u></b></i> 	<i><b>9th Race Refinement</b></i>	340	1190
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[Gene Limiter Removal]

- **[Gene Limiter Removal]** was one of the ***[Void Deity]***'s talents.
- Your physical strength breaks through the limit of your species, greatly liberating your potential. You will obtain a huge number of attribute points and have a chance to raise related attributes when you perform your daily activities.


[Void Control]

- **[Void Control]** was one of the ***[Ancestor of the Void]***'s talents.
- You can control the Void Dimension to a certain extent

dimension, transform void energy into energy, summoning the void dimension to descend at your location...)

**[Mechanical Genius]** has been upgraded.

- Your Machinery Affinity bonus has increased from x1.38 to x1.48, Machinery Creation Performance increased from 54% to 64%, and +2 to all Mechanic Class skills' levels.

<b><i>Black Star God Race Royal Bloodline</i></b> 	<b><i>Double Race Evolution</i></b>	360	1387
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**1st: Black Star God Race** +2140 STR, +1705 DEX, +2600 END, +3440 INT, +3052 MYS, +1024 CHA and +26200 Energy

**[Mechanical Genius]** has been enhanced.

- The bonus Machinery Affinity has been increased from x1.55 to X1.65, Machinery Creation Performance increased from 70% to 80%, all Mechanic related skill levels increased from +3 to +4

**[Mechanical Divine Body]**

- +1500% Machinery Affinity, your Mechanical Force Attribute has been enhanced.

**[Ode of the Gods]**

- [Emperor's Gift]** has been upgraded to **[Ode of the Gods]**

**[God's Emissary Creation]**

- [Apostle Life Creation]** has been upgraded to **[God's Emissary Creation]**

**[Allspark]**

- [Tinder Awakening]** has been upgraded to **[Allspark]**
- Additional passive attribute: Machines connected to Mechanical Force can temporary be changed to Mechanical Lifeforms. Prolonged Usage on the same machine can make this permanent.

**[Godly Stronghold]**

- [Dimension Factory]** has been upgraded to **[Godly Stronghold]**
- You can open a secondary dimension in his body, that can work like **[Dimension Factory]**. This way Space Stabilisation Anchors do not work on the you anymore.

**2nd: Black Star God Race Royal Bloodline**


+2780 STR, +2410 DEX, +2600 END, +3440 INT, +3052 MYS, +1024 CHA and +26200 Energy

**[Mechanical Genius]** has been enhanced.

- The bonus Machinery Affinity has been increased from x1.65 to x1.75, Machinery Creation Performance increased from 80% to 90%, all Mechanic related skill levels increased from +4 to +5

**[Void Divine Body]**

- You can open a secondary Void Dimension within his body, that can be strenghtened by taking in part of the original Void Dimension

<b><i><u>Black Star God Race</u></i></b>	<i>Race</i>		
<b><i><u>Royal Bloodline</u></i></b> 	<i>Apotheosis</i>	360	1388

+795 STR, +680 DEX, +1030 END, +1146 INT, +1050 MYS, +742 CHA, +11200 Energy

#### [Divine Gene]

- +10% Ability Power, +2% every Promotion
- Current cumulative bonus: 46%

#### [Natural Elite]

- +10% All Attributes. From Level 1-100: 4 Free Attribute Points every level up. From Level 100-200: 8 Free Attribute Points every level up. From Level 200-300: 12 Free Attribute Points every level up. Above Level 300: 16 Free Attribute Points every level up.
- Current cumulative Bonus: 3360 Free Attribute Points.

#### [Godly Strength]

- You possess the strength of Gods. All your abilities will receive a huge enhancement. The bonus effect depends on the character's total Level. Below Level 300: +8% every 10 Levels. Above Level 300: +12% every 10 Levels.
- Current Ability Strength Increase: 312%
- This increase can be stacked with [Superhuman] and [Supreme Power] bonuses

#### [Divine Cosmos Body]

- Your body is extremely strong and contains unbelievable life force. Your life span will continue till the end of the universe. +1 END Bonus every 1 level.
- Current Effect: +360 END Bonus
- This increase can be stacked with [Eternal Body] bonuses

### Summary

Black Star Pantheon - Royal Family (exclusive race)

-Evolved from Black Star Race after Deification Enter Step Process

### ☀️☀️--Race Talents ( Abilities ):

[Exclusive Talent (special race talent to be passed down to descendants):

0) [Mechanical Genius]: Total Machinery Affinity \* 1.75, +90% Machinery Creation Performance bonus,all the machine system skill level +5. ]

1)Adaptive Herd: Debuff resistance, physical resistance, and mental resistance all increased by ten percent.

2)Void Vision – Observer: Utilized chaos body to phase between the void



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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.

3)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 observation, this is simply akin to voyeurism!]

4)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.

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.

•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.

[•Void Vision can be used only in this state.

•can move through solid objects and can also

enter void dimension.]

5)Void Dimension Jump: A long- ranged blink skill. Can travel through space without relying on any equipment. It was able to distort the Void Dimension through its abilities and alter spacetime , able to remain in the Void Dimension for a very long time.

[This skill was like a divine skill for escaping.]

6)Void Blessing: An enhancement ability in it genes were enhanced by Void Energy, and one could enter a special state by burning energy with the Void attribute. In that state, all attributes would increase, and the Void attribute of energy would be enhanced , the increase in its effect was about twenty-five percent.

7)Strengthened Void Distortion: ability to affect reality by pulling the Void Dimension. It 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(increased strength and decreased cooldown ).

8)Radiation Absorption: Able to absorb radiation from the universe to strengthen its own body. A special ability of universe life forms ,allow cells to absorb radiation in the universe and increase attributes permanently.

9)Cosmic Environmental Adaptation: Mold body into that of a universe life

radiation and nanoparticles. [extremely adaptable and high level of defense.]

10)Void Path: The upgraded version of Void Distortion, allowed one to directly open the gate of the Void Dimension. (Opening the Void Dimension had many uses. one 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.)

11)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.

12)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.

13)Void Prison: By making Void Dimension superimposed with space, causing the Space Attribute of an area to be changed briefly, forming a strange field, in which the distance seems to be shrinking, so you can’t get close to each other. -The strength of the void Dimension is used to form a special field, which can last for a long time , extremely restrained.

14)Void Replacement: By consuming 15% of HP and vigor one can forcefully swap the position of a target with each other, cooldown 320 seconds.

15)Void Power : Your understanding of Void Dimension has reached a new gradation, which can control Void Energy, baptism itself, and enhance the quality in a more efficient way. •Any type of attack and defense will receive Void Energy bonus. Each attack comes with void damage (12500 +12% theoretical attack power). Each attack takes an additional 10000 damage reduction and 15% total resistance. •As the level grows, you can get more attribute bonuses from the void power: Lv1~Lv100, every 10 levels strength, agility, endurance, intelligence, mysterious five attributes +15, ability strength +0.5%; Lv100~ Lv200, every 10 level five attributes +30, endurance +25, ability strength +1%; Lv200 or more, every 10 levels five attributes +45, ability strength +1.5%.

[Current total increase effect: five attributes +900, ability strength +30%.]

16)Telks machinery inheritance: The mechanical discipline experience is the inheritance memory of the St. Terkes. The St. Terkes have outstanding innate talent in the machine system, and the cost of upgrading any machine system skill Will be reduced by 20% (including and not limited to the machine system main profession skill, blueprint skill, etc.) •As the level increases, you can get more mechanical techniques from the inheritance memory: Lv1~Lv100, +8% for every 10 Level Machinery Affinity; Lv100~Lv200, +12% for every 10 Level Machinery Affinity; Lv200 or higher, Every 10 Level Machinery Affinity Degree +16%. •The inheritance of the St. Terkes’s inheritance records their characteristic scientific and technological achievements. When the overall level reaches Lv20, Lv60, Lv100, Lv160, Lv200, Lv260, Lv320, Lv360, the special ethnic group exclusive blueprint will be unlocked.

17)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 ...).

18)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



19) Divine Gene: +10% Ability Power, +2% every Promotion

20) Natural Elite: +10% All Attributes. From Level 1-100: 4 Free Attribute Points every level up. From Level 100-200: 8 Free Attribute Points every level up. From Level 200-300: 12 Free Attribute Points every level up. Above Level 300: 16 Free Attribute Points every level up.

## Technology

- [Basic Mechanical Engineering]
- [Basic Bio-engineering]
- [Basic Weaponry]
- [Basic Material Composition]
- Advanced Material Composition
- [Basic Energy Theory]
- [Basic Biochemistry]
- Basic Optics]
- [Basic Electromagnetism]
- [Basic Mechanics]
- [Basic Quantum Electronics]
- [Basic Spatial Sense]
- [Novice Programming]
- [Energy-Magnetism Strengthening]
- [High Density Material Compression Technology]
- [Basic Spatial Technology]
- [Giant-Scale Combination Mechanical Technology]

**Han Xiao (ch-407):** received a total of six types of artillery, four types of robots, eight types of mechanical traps, eleven types of firearms, seven types of close range mechanic weapon, and some other random blueprints.

Armed branch – [high-end Material Sciences], the core knowledge of the machine system, the development of higher-strength materials, the most obvious effect is that the armor value of all machinery will be greatly improved!

Energy Branch – [Super Nanopower], enhanced mecha, basic character of machine warrior, combined with [high-end Material Sciences] can develop advanced memory alloy, can restore armor value by itself, and learn nano robot blueprint, even can give machinery Deformability!

Energy Branch – [High Energy Weapons Application], with [High Energy Understanding], can spread a variety of powerful mechanical weaponry!

Control branch – [interstellar navigation technology], independent manufacturing cosmos spacecraft prerequisite knowledge!

Control branch – [quantum entanglement advanced application], greatly increase energy, information transmission distance, improve the efficiency and scope of Virtual Invasion!

Now he has four peak knowledge: Controllable Annihilation Weapon of the armed branch, Heterogeneous Energy of the energy branch, Quantum Matrix Cognition Field of the control branch, and [high step Space Application].

And Suy transfer came over with the last five peak knowledge:

Armed branch – [peak Materials Science], [super composite mechanical architecture technology]

Energy branch – [over-the-horizon energy transfer], [activation theory]

1. Chapter 756

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