



in: Han Xiao



# Han Xiao/Characters Cards



EDIT



< Han Xiao

Overview	Cultivation	Classes	Skills	Equipment	Relationships	Social Status	Stats	LP + PA
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## Characters Cards

This is a recording of the Character Cards owned by Han Xiao. For the most part, the amount of usages of each card hasn't been recorded and updated, so this is just a record of cards he's owned.

Character Summon Card	Ability	Chapter
Dion	Ability: “You Can’t See Me” (D)—Lowers one’s sense of existence, making living or non-living things nearby have deviated sense when they are detecting him... Usages: 0/2	173
Germinal Organization Leader	Armor Penetrating Consecutive Attacks For 8 seconds, all attack will be considered armor penetrating critical hits, reducing the defense of targets hit by 24%.  Duration: 5 minutes  Usages: 0/12	
Destiny’s Child	Foresight Predict an ‘opportunity’ in the future. Can indicate to be a mission, an item, action of a certain person... etc.  Usages: 0/5	286
Aurora	Life Return Restore back to full status instantly.	

Hila	Whisper of the Dead	
	Deals psychic damage three times to the enemy. The damage is based on the user’s INT or MYS (can be indicated). Decrease all statuses of the target by 15%.	
	Duration: 3 hours	
Rezar (Temporary)	Usages: 0/8	
	[Origin Water Magic Power]	
	Temporarily grants power beyond one’s self. +20% All Attributes.	
Chen Xing	Duration: 5 – 15 mins	421
	Usage: 0/1 (This Character Summon Card will exist for: 15 days)	
	[Flirtatious Smile]: +688 CHA. Duration: 15 seconds. Usages: 0/3	451
'Dragon Emperor' Ames	Force Field—Gaze of the Dragon: Compress the medium within a certain area (effective for all states of matter) and target a single character. The targeted character will fall into a [Trapped] status. For every 100 points of STR the target has, 1s of control time will be reduced.	
	Basic control time: 18s	482
	Usages: 0/1	
Befuli	[Incandescent Eyes], sprays a column of heat from the eyes causing burning damage.	
	Aim with Sight, Maximum Range of 400 m	
	Attack Range: 510 – 1360	550
Degulish	Duration: 5 seconds, a total of three attacks will be inflicted per second.	
	Usage: 0/1 (This Character Summon Card will exist for: 15 days)	
	Description N/A	584
DarkStar Leader	[Heart Malediction—Collapse] – Causes the effect of [Mind Collapse] on a single target. If successful, the target will lose control of their body and will not be able to perform any actions. Effect and Duration will be determined based on the MYS attribute.	589
	Number of times used: 0/2	
	[Carbon Deconstruction—Intermediate Damage] – Inflicts a large amount of True Damage	

Ember	higher the probability of inflicting serious injuries, disabilities, internal bleeding, and other negative statuses. Number of times used: 0/3	589
Nagakin	[Secret Skill—Muscle Is Truth] – +250 STR, +40% Damage to Melee Attacks. Lasts 3 minutes. Number of times used: 0/7	589
Skyes	Purple Poison(Temporary) – Tide Release a large amount of liquid poison, spreading out in all directions from the user. This acidic poison causes continuous damage every five seconds. The poison will not disappear after being released. It can be used to form acidic terrain or reused.  Damage: 580 – 920  This Character Summon Card will expire in 15 days.	598
Stephanie	[Resonance Penetration]— Reduce the physical defense of the target by 50% – 80% using close range resonance. For every 100 END the target has, the duration will decrease by 1 second. Basic Duration: 24 seconds.  Minimum Duration: 3 seconds  Usage: 0/4	680
Reynold	[Perfect Mechanical Sense] 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.  Duration: 16 hours  Usages: 0/3  Remark: In your senses, every machine is a world of ecological balance.	700
'Tyrant' Heber	Usages: 1/3. Effect: +4.000 STR. Duration: 40 minutes!	778

EsGod	Through physical contact, suppress the Esper Genes of the target and forbid the target from using Esper Ability. Only effective against Espers. The Judgement success rate and the duration depends on the difference between the user and target in terms of Level, Energy Level, and Luck.	807
	Minimum duration if effective: 0.25s	
	Usages: 0/2	
'Child of Light' Sagman	[Light Particle Stream—Infiltration]—Releases a powerful light energy particle beam that has high Penetrating, Explosive, and Burning Damage. The light energy will continue to deal damage and give the target [Energy Disruption] and [Energy Suppression] statuses. When the enemy uses energy attacks, the power would decrease, the cost will increase, and their accuracy will decrease. Uses: 0/5.	
'Star Pupil' Psyker	[Psychic Energy—Heart Wall]—In 4.7 seconds, the actual damage taken from psychic attacks will be reduced by 85% after Psychological Resistance reductions. It grants immunity to all kinds of psychic control abilities. If the attacker is a Psychic, the INT and MYS of both sides will be calculated. If one of your attributes is higher than the attacker, 45% of theoretical damage will be reflected. If both of your attributes are higher than the attacker, 90% of theoretical damage will be reflected. If both of your attributes are lower than the attacker, damage will not be reflected. Uses: 0/3.	853
EsGod	[Esper Ability—Copy]—Through close contact, copy the target's Esper Gene and receive a one-time Character Summon Card of the target. Only effective on Espers. Uses: 0/3.	
EsGod	[Instantaneous Movement] Allows one to teleport over a certain distance. Uses 0/10 (The exact skill name wasn't told but since he received a teleportation character card from EsGod it is probably this skill)	895
EsGod	[Esper Ability—Ability Enhancement]. This can only be used on Espers that are lower than your current level. It allows the potential of the ability to receive a permanent upgrade. Each target can only be promoted once. Uses: 0/3	896
'Dragon Emperor' Ames	[Force Field – Dragon Body]—Your body will be covered with a force field, and you will get additional shield durability equivalent to 300,000 HP and +3,000 defense. The shield regenerates at a speed of 30,000 per second, and if the shield is broken, there's a cooldown of ten seconds before it will reform. At the same time, each melee attack brings about 20,000 – 26,000 points of additional physical damage. When there is a STR judgment test, +1,500 points. Duration: 30 minutes. Uses: 0/3	908
'Tyrant' Herber	Polar Channel Flow—Cellular Overdrive – Ability: Liberate cell restrictions and squeeze out one's potential. You will briefly erupt into a higher level of combat capability. Duration:TBD Uses: 0/1	954
'Mechanic Emperor'	[Ancient One]: Your long life provided you with a wealth of valuable experience. +20% INT, +10% MYS, +2 levels to all skills. Duration: 24 hours. Uses: 0/2	962

Silver Shadow	[Comet Rush]. For a short time, +15% DEX, +45% Move Speed, and +300% Acceleration. Upper cap for move speed is removed, and one can accelerate endlessly. Lasts for 12 seconds. Number of times used: 0/4	997
'Void Overlord' Kasuyi	[Artificial Psychic Current—Frenzy Tide] By using Psychic attack on a large area, creates a long term aggressive Psychic Current that can be controlled in simple ways. Deals damage instances to all living creatures in the affected area. Damage taken will be judged three times every second. Basic damage each damage instance: (INT+MYS)*1.8. 170% Psychological Resistance penetration, a chance to give the target a random negative mind state. Uses: 0/2.	
'Star Shatterer' Sierron	[Sixteen Arms—Shattering Fists] Single target melee range ability. Through quick consecutive attacks, send highly condensed Pugilist flames into the target's body through a special method, shattering the target's atom structure instantly. The target's body will be annihilated. One Lethal Judge will be carried out, depending on the difference between the user and the target's level, health, Energy Level, STR, END, and LUK. If the judgment fails, deals 500,000–800,000 True Damage to the target. Uses: 0/2.	1061
'Beast Ancestor' Gorutan	[Body of the Beast Ancestor] +20% STR, +20%DEX, +40% END, +300% Pugilist Flame damage. Regenerates 2.5% of maximum health every second. Duration: 30 minutes. Uses: 0/2.	
'Goddess of Death' Hila	[Death Rejection—Awakening] When your health reaches zero, you will be immune to this death and instantly recover 25% – 50% of your health while refreshing your status. This can be gifted to another being, but it is only effective once on the same target. Uses: 0/6	
Primal Chaos Mysterious	Suck the energy out of a planet's core. (Novel wasn't too specific about the details)	1074
Holy Light Particle	Summon Holy Flames. (Novel wasn't too specific about the details)	
'Void Duke' Kirkmond	[Void Lock] Control skill that can stun enemies. Uses:0/5	1080
'Mechanic Emperor' Manison	[Vigor Resonance] The effect reduced energy consumption as well as strengthened his attributes. When converted to Mechanical Force, it increased the coverage of Mechanical Force bonuses given. At the same time, as long as his energy value did not reach zero, his energy bonuses would always remain at the maximum.	1120

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### 3 comments

Thimon2k • 9/14/2021

He also got a card for Norsa the assassin, when he was in the western capital in stardragon early on. It was the guy with the illusion for those with int <50.

Write a reply

Shadow4136 • 2/28/2021

I wonder if theres a charcter card for an xiao

IRagno • 3/7/2021

Yes, there is. Han Xiao has once used the gene extractor device to make an ability potion of his own genes. That potion was bought by Frenzied Sword and used in the first international competition of Galaxy game.

The second time was through a blank card that Frenzied Sword used upon Han Xiao, making a second Han Xiao Card that he used in the secon international competition in galaxy game.

Both cards were decisive to give the victory to Frenzied Sword in tough battles. (Up to Chapter 684 that I'm reading)

A Fandom user • 6/16/2021

Yep, i believe those are both instances of Han Xiao Character cards. IIRC there was another time where someone tried to get one of him using a Blank Character card, but they couldn't find him, so they gave up and went for somebody else (Ames, i think).

IRagno • 6/17/2021

There was another funny thing about Han Xiao card. There was a time Han Xiao acquired a skill from Manison (an enemy) after battling him and the players used a blank card on Han Xiao and gained that same skill with a "- Manison" suffix. The players imagined a conspiracy about Han Xiao being impersonated by Manison and Han Xiao let them be, then, in a public event (can't recall the details about such event) the players confronted Han Xiao and attacked him thinking he was Manison in disguise. The players yelled "die Mechanic Emperor" and then attacked Han Xiao and was transmited over all the galaxy via tv. That was very fun.