

## White Lily

Female; Age: 19; Height: 5' 6"; Weight: 110 lb.  
Eyes: blue; Hair: blond

Power Level 9, 131 PP; Abilities 60 + Powers 22 + Advantages 24 +  
Skills 17 (34 ranks) + Defenses 8

### Abilities

Strength	<b>2</b>	Agility	<b>5</b>	Fighting	<b>8</b>	Awareness	<b>2</b>
Stamina	<b>3</b>	Dexterity	<b>5</b>	Intellect	<b>1</b>	Presence	<b>4</b>

### Offense

**Initiative: +9**

Attack Name	Attack Bonus & Resistance DC	Notes
<b>Karate: Strength-based Damage 1+3</b>	<b>+12, DC 21</b>	<b>Crit 20</b>
<b>Kinetic Blast: Line Area Damage 9</b>	<b>DC 24</b>	<b>Crit 20</b>
<b>Kinetic Punch: Strength-based Damage 3+1</b>	<b>+10, DC 21</b>	<b>Crit 20</b>
<b>Shuriken</b>	<b>+5, DC 16</b>	<b>Multiattack / Piercing, Crit 20</b>
<b>Throw</b>	<b>+5, DC 17</b>	<b>Bludgeon, Crit 20</b>
<b>Unarmed</b>	<b>+10, DC 17</b>	<b>Bludgeon, Crit 20</b>

### Powers

- Karate: Strength-based Damage 1+3** (2 PP)  
[Stacking ranks: +3], DC 21; Accurate: +2, Stacks with: Kinetic Punch: Strength-based Damage 3+1 (Standard - Close - Instant)
- ü **Kinetic Armbands** (20 PP)  
Removable
  - ü **Kinetic (sic) Armbands** (25 PP)
    - Kinetic Blast: Line Area Damage 9** (19 PP)  
[0 active, 18/18 PP, 2/r], DC 24; Line Area: 5 feet wide by 30 feet long, DC 19 (Standard - Close - Instant)
    - ü **Kinetic Clinging: Movement 2** (2 PP)  
[2 active, 18/18 PP, 1/r], Wall-crawling 2: full speed; Limited: Must keep moving (Free - Personal - Sustained)
    - ü **Kinetic Field: Protection 5** (2 PP)  
[5 active, 18/18 PP, 2/r], +5 Toughness; Impervious, Sustained (Free - Personal - Sustained)
    - Kinetic Punch: Strength-based Damage 3+1** (2 PP)  
[3 active, 18/18 PP, 1/r+3], [Stacking ranks: +1], DC 21; Penetrating 3, Stacks with: Karate: Strength-based Damage 1+3 (Standard - Close - Instant)

### Advantages

- Agile Feint** Feint using Acrobatics skill or Speed rank.
- All-out Attack** Trade active defense for attack bonus.
- Attractive** Circumstance bonus to interaction based on your looks.
- Benefit, Wealth 4 (multimillionaire)** Gain a significant perquisite or fringe benefit.
- Connected** Call in assistance or favors with a Persuasion check.
- Contacts** Make an initial Investigation check in one minute.
- Defensive Attack** Trade attack bonus for active defense bonus.
- Defensive Roll 2** +1 active defense bonus to Toughness per rank.
- Equipment 1** 5 points of equipment per rank.
- Evasion** Circumstance bonus to avoid area effects.
- Grabbing Finesse** Substitute Dex for Str when making grab attacks.
- Improved Critical 2: ?????** +1 to critical threat range with an attack per rank.
- Improved Hold** -5 circumstance penalty to escape from your holds.
- Improved Initiative** +4 bonus to initiative checks per rank.



### Defenses

Dodge	<b>8</b>
Parry	<b>8</b>
Fortitude	<b>5</b>
Toughness	<b>10/3</b>
	Impervious: +5
Will	<b>5</b>

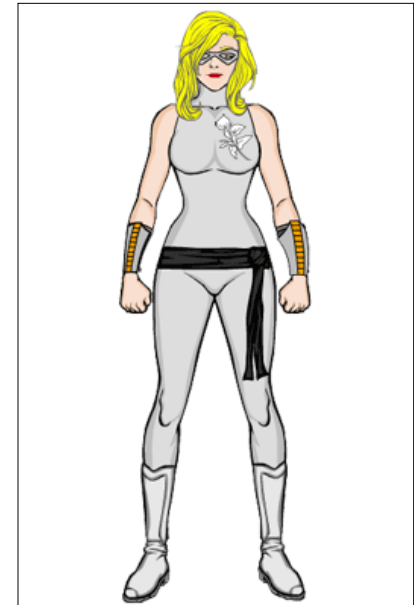
Hero Points: 1

### Damage

- Bruises
- Dazed
- Staggered
- Incapacitated

### Fatigue

- Fatigued
- Exhausted



Lilly Whitehall

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## Advantages

- Improved Trip** No penalty for the trip action.
- Instant Up** Stand from prone as a free action.
- Languages 1** Speak and understand additional languages.
- Power Attack** Trade attack bonus for effect bonus.
- Uncanny Dodge** Not vulnerable when surprised or caught off-guard.

## Movement

- Base Movement Speed** - 2 miles/hour, 30 feet/round (run 4 miles/hour, 60 feet/round; swim 0.5 miles/hour, 6 feet/round)
- Kinetic Clinging: Movement 2** - Wall-crawling 2: full speed
- Routine Jump Distance** - Running jump: 18 ft.; standing: 9 ft.; vertical: 3.6 ft.; standing vert.: 1.8 ft.
- Throwing Distance** - Throw 800 lbs. 6 feet; throw 200 lbs. 30 feet; throw 50 lbs. 120 feet

## Equipment

Commlink, Throwing Knife (Shuriken)

## Complications

- Motivation: Doing Little Harm** White Lily doesn't want to hurt anyone in her efforts and will avoid violence on innocent victims, limiting their activities to "victimless crimes."
- Obsession** White Lily is obsessed with Black Lotus, idolizing her heroics to dangerous levels. It is because of this fascination that she is committing crimes to force her hero out of retirement.
- Respect** In spite of their "villianous" activities, the Superfans respect their heroes and won't attack their loved-ones, homes or places of business.

## Background Information

**Languages:** English, Japanese

### Additional Details

PP earned so far: 1

## Skills

	Total	Ranks	Ability	Other
<b>Acrobatics</b>	+8	3	5	
<b>Athletics</b>	+8	6	2	
<b>Close Combat: Unarmed</b>	+10	2	8	
<b>Deception</b>	+4	-	4	
<b>Expertise (FGT): Karate Katas</b>	+9	1	8	
<b>Expertise: Crusader History</b>	+9	8	1	
<b>Insight</b>	+2	-	2	
<b>Intimidation</b>	+4	-	4	
<b>Investigation</b>	+4	3	1	
<b>Perception</b>	+4	2	2	
<b>Persuasion</b>	+6	2	4	
<b>Ranged Combat: Throw</b>	+5	-	5	
<b>Sleight of Hand</b>	+6	1	5	
<b>Stealth</b>	+8	3	5	
<b>Technology</b>	+4	3	1	
<b>Treatment</b>	-	-	1	
<b>Vehicles</b>	-	-	5	

## Validation Report

**Validation Report (0 issues):** Nothing identified

**Settings:** Sourcebooks -> Cosmic Handbook: Cosmic Handbook; Sourcebooks -> Supernatural Handbook: Supernatural Handbook  
Equipment & Complications; Sourcebooks -> Gamemaster's Guide: Gamemaster's Guide Equipment

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