

Water Lily

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Mileena Kytan was top-ranked surfer bitten by the shark named King (q.v. Most Wanted Vol. 3), she lost her arm and her life was only saved by an experimental combination of drugs, radiation and gene-therapy administered by a mad scientist pretending to be an ambulance



paramedic. The results were superhuman abilities.

Today, she is still a world-class surfer. She travels the world visiting beaches, teaching others to surf, looking good, and blowing away sharks, pirates or anyone else who would threaten good, clean surfing.

Living Legends

PHYS 13, REFL 11, DEFT 11, INTL 7, COOL 11, VITL 11

Water Adaptation:

- **Adaptation:** Water Breathing [1 CP]
- **Unimpeded by Water:** Flight (5 CP) and Speed Bonus (3 CP). Accel 8", Top Speed 8", only underwater. [7 CP]
- **Water Vision:** She can see underwater five times farther than normal humans. Normal Vision, Variable (+3). [3 CP]

Sunburst: She naturally absorbs solar energy and can release this stored energy as a beam of searing sunlight.

- **Power Blast:** 1d8 Light [laser], 24" (+1) [18 CP];
- **Power Blast:** 1d6 High Temperature [fire], 24" (+1), Carried Attack (+2) [16 CP];
- **Aarmor:** 4 vs High Temperature and Light [11 CP]

Skill: Teach (INTL/G) 2 levels, d10 effect [5 CP]

Skill: Vehicle (surfboard) (DEFT/G) 3 levels, d12 effect [9 CP]

Weakness: Physical Handicap – Water Lily has no left arm. [+10 CP]

Weakness: Compulsion – She attacks sharks on sight, terrified that they are King returning to eat her other arm. (Rare, Recover 6+, somewhat dangerous as provoking sharks is not real smart, flees in

blind panic if shark still in the area after 4 turns) [+15 CP]

Weakness: Distinctive – only one arm (INTL 3+ to notice, Disguise 2+, not unattractive) [+5 CP]

Weakness: Persecuted – King really is out to eat her other arm (he's mean that way) (Rare, Severe) [+10 CP]