🧭 **Detective Lily Fox**

**Alias:** *Vector* **Hero Level:** Silver — City Defender (Active) **Faction:** *Civic Sentinels* **Base:** Rooftop Observatory, Dallas Sector 7 — retrofitted with spatial mapping tech, anchor nodes, and a panoramic view of the city grid.

🌀 **Power: Spatial Anchoring**

Vector can lock any object, person, or zone in fixed spatial coordinates.

* **Applications:**
  + Prevents teleportation, forced movement, or displacement
  + Anchors allies mid-air or mid-strike for precision attacks
  + Locks volatile zones (gas clouds, acid spills, portal discs) to contain chaos
  + Creates “no-go” zones that disrupt villain escape routes
* **Limitations:**
  + Requires line-of-sight and mental focus
  + Anchoring too many targets causes spatial distortion or temporary sensory overload
  + Cannot anchor intangible forces (e.g., sound, emotion, light)

⚠️ **Weakness**

Overuse leads to vertigo and temporary blindness

Vulnerable to illusions and indirect attacks

Cannot anchor through opaque barriers or in complete darkness

🗣️ **Catchphrase**

“You move. I don’t.”

Delivered with dry wit, usually right before locking a villain mid-escape or anchoring a collapsing structure.

🎯 **Arch-Nemesis**

**Wesley Smith aka The Mischievous Portal**

His unpredictable portal antics are the perfect foil to her structured anchoring.

Their battles are chess matches of movement vs. immobility.

📖 **Origin Story**

Lily Fox was a decorated detective known for solving powered crimes without powers. During a botched prank by Wesley Smith, she was exposed to a spatial ripple from the Cronon Hole. The anomaly fused with her neural pathways, granting her the ability to “lock” space itself. Rather than retreat from the chaos, she stepped into it—becoming *Vector*, the immovable strategist who turns every battlefield into a grid of control.

🧥 **Style Notes**

Tactical trench coat with anchor glyphs embroidered along the hem

Magnetic stabilizer boots for mid-air anchoring

Carries a set of spatial markers—sleek, disc-like projectiles that act as anchor beacons

Wrist-mounted spatial compass that glows when anomalies are near

Her aesthetic: *noir detective meets quantum tactician*

🧩 **Team Role & Narrative Function**

**Battlefield Architect**: Reshapes combat zones, controls flow of battle

**Chaos Counterweight**: Grounds volatile teammates like Grant and Mia

**Portal Disruptor**: Direct counter to Wesley’s mobility

**Dry Comic Relief**: Her deadpan delivery and unimpressed demeanor offer levity amid superpowered drama

**Strategic Anchor**: Keeps the team focused, coordinated, and protected