Dame Beatrice Barrowman



In the course of an active life, one acquires regrets. Dame Beatrice, one of the founders of **Argus** and a member of its executive council, has led what could be called an extremely active life. Under no circumstances would she ever discuss the greatest regrets she has acquired, but she has been known to speak of recently acquired ones.

Two of those regrets concern the current **Blakestone**, or Jennifer Chase. Dame Beatrice truly regrets that she failed to realize what Gertrude Gallowglass was planning when she learned that her old enemy was with child, or when she paid a social call and had the opportunity to see the child in her natural habitat. And she also regrets that, when she found the girl again in a London hospital, she decided to wait for her to recover more before taking her into custody.

If only she had seized her at once, she could have had an ideal, perfect student to mold into the greatest sorceress the world has ever seen. And then she could have dumped all her tedious responsibilities onto the girl, so she could run off to, oh, run a haunted house somewhere in her native Italy, terrifying local peasants and the occasional stranded motorist. It would have been soooo wonderful, and sometimes she awakens sobbing from dreams where it actually happened.

Instead, the girl is off playing cops and robbers with **the Powerhouse**, risking her neck for those who will never appreciate it. It is tragic, really. Still, what cannot be cured must be endured, and so Dame Beatrice has pre-empted any attempts to assign Blakestone a handler by declaring that she will personally take that job. She has done this without ever personally encountering Jennifer, using magic to send her omens that she trusts the girl to read correctly.

Dame Beatrice is more learned in magic than Blakestone, but not particularly powerful. She has never seen the point of developing strong offensive mystical abilities, as she avoids face-to-face combat. Instead, she puts most of her effort into her defensive abilities, so much that she functionally cannot die unless the painting (of herself, of course) in which she has placed her vital energies is destroyed. That painting is kept in a secure Argus facility, along with half-a-dozen copies that she has enchanted to make them seem like the original.

She avoids talking about her own life as much as possible. It seems likely that she is around ninety years old, as the earliest report of her activities dates from 1945, when she was apparently eighteen. (Of course, since she looks to be in her early twenties, *now*, she could have been older at that point.) Beatrice Barrowman is the name on her English naturalization papers, having become a subject of the British Crown when she married Eustace Barrowman in 1950. When not using that name, her aliases tend to involve alliteration: Salome Snape, Eugenie Elliot, Catherine Cavendish, et cetera.

Update 2021: Recent events have compelled her to admit that she has a … slight … amount of personal concern for her primary agent, **Rocco Christopher**, but she is doing her level best to make sure that the boy will not get a swelled head over it.

Update 2022: The recent upsurge in mystical energies caught Dame Beatrice by surprise, but she has adjusted well. She was also surprised when **Merlin** appeared before her and offered her a post as his agent. She promptly but politely declined, suspecting whom he would next visit, and interested to see what Blakestone will do.

Dame Beatrice Barrowman -- PL 10 ***(3rd Edition)***

Abilities:
STR -1 | STA 0 | AGL 2 | DEX 2 | FGT 1 | INT 4 | AWE 6 | PRE 4

Powers:
Defensive Wards: Sustained Impervious Protection 10, Activation (Standard Action) - 18 points
Mystic Awareness: Senses 3 (analytical acute mystic awareness) - 3 points
Shielded Mind: Impervious Will 10, Limited to mental effects - 5 points
Undying: Immortality 10 (1 hour); Immunity 12 (aging, life support, need for sleep); Regeneration 10 - 42 points

Advantages:
Benefit 2 (security clearance, Argus Director), Connected, Contacts, Evasion, Fascinate (Intimidation), Fearless 2, Multilingual, Ritualist, Well-informed.

Skills:

Deception 7 (+13), Expertise: Magic 8 (+12), Insight 6 (+12), Intimidation 8 (+12), Investigation 7 (+11), Perception 7 (+13), Persuasion 7 (+11).

Offense:
Initiative +2
Unarmed +1 (Close Damage -1)

Defense:
Dodge 4, Parry 3, Fortitude 2, Toughness 10/0, Will 11

Totals:
Abilities 36 + Powers 67 + Advantages 11 + Skills 26 + Defenses 11 = 152 points

Offensive PL: 0*
Defensive PL: 10
Resistance PL: 10
Skill PL: 8

Complications:
Responsibility ... or Something Like That--Motivation. Flamboyant. Power Loss (Undying, if the painting where her life force rests is destroyed). ***Secrets*** (Argus director, magician). ***Utterly Cynical.***

Dame Beatrice Barrowman -- PL 12 ***(4th Edition)***

Abilities:
STR -1 | **AGL** 2 | **STA** 0 | **INT** 4 | **AWE** 6 | **PRE** 4

Combat:
Attack 1 | **Defense** 2 | **Initiative** 2

Resistances:
Dodge 2 | Fortitude 3 | Toughness 12/0 | Will 13

Powers:
Defensive Wards: Enhanced Toughness 12, Activation (Standard Action), Impervious, Sustained - 34 points
Mystic Awareness: Enhanced Senses 3 (Mystic Awareness [Acute, Analytical]) - 3 points
Shielded Mind: Impervious Will 12, Limited to mental effects - 12 points
Undying: Immortality 10, Total Recovery; Immunity 12 (Aging, Environmental, Sleep); Regeneration 5 - 42 points

Advantages:
Benefit 2 (security clearance, Argus Director), Connections, Contacts, Edit Scene 3, Fearless 2, Improved Evasion, Improvised Magic Effect (Ritualist), Intimidating Fascination, Multilingual, Well-informed.

Skills:
Deception 9 (+13), Insight 6 (+12), Intimidation 8 (+12), Investigation 7 (+11), Magic 10 (+14), Perception 7 (+13), Persuasion 7 (+11).

Offense:
Unarmed +1 (Close Damage -1)

Totals:
Abilities 32 + Combat 6 + Powers 91 + Advantages 14 + Skills 27 + Resistances 10 = 180 points

Complications:
Responsibility ... or Something Like That--Motivation. Flamboyant. Secrets (Argus director, magician.) ***Utterly Cynical.***