

## Beatrice (Female – Super mutant)

(Downtown – Bouncer for Dusty)

**Importance: Major (CNPC)**

Level – 9

### **STATS**

ST - 08

PE - 06

EN - 08

CH - 02

IN - 04

AG - 06

LK - 06



**Traits** –

**Perks** –

**Tag Skills** – Melee; Firearms; Unarmed

Beatrice is big, bad, and about as smart as a bag of hammers. But she is perfect for bouncer duties at Dusty's Desires. Beatrice is also uncertain exactly where she came from. She remembers wandering the wasteland, feeding on any wild animal that was foolish enough to attack her, and being attacked by assorted raiders here and there – whom she killed and ate, as well. She also has limited flashbacks of being in a vault-like structure with others similar to herself, but she cannot remember any of the details.

When Beatrice came upon Hoover Dam, it was just before Dodge and his entourage took over. Beatrice was met with mixed results from the settlers, with some outright attacking her and others just giving her her space. For the ones who attacked Beatrice, they were quite tasty, but for the others who left her alone, she in turn left them alone, considering them as close to friends as she was likely to get. But there was one individual who was nice to her, and that person was Dusty Heart. She knew a kind gesture to one such as Beatrice would be met in kind, and sure enough, it was. Beatrice at first wanted to be her personal bodyguard (though she couldn't think up the word, "bodyguard"), but she instead gave Beatrice a paying job to be her bouncer for her new bar. Beatrice was delighted to help her new friend and has been the bouncer for Dusty's Delights ever since.

Beatrice is also a recruitable CNPC. During a bar fight, three individuals with cattle prods and a super sledge will try to get the best of Beatrice. The fight will not go very well for Beatrice, so the player will have the option to jump in and help Beatrice. Once Beatrice reaches 10% of her total HP, Mitch Stiller and his posse will come in and break things up (shoot the bad guys). If the player helped Beatrice in the fight, even if the player did very little damage to the bad guys, Beatrice will be grateful and ask to be the player's bodyguard. Dusty will not be very happy about it, but then again she won't argue with you or Beatrice. She will, however, jack up her hooker and drink prices if the player takes Beatrice.

Beatrice will become a companion if:

The player helps Beatrice in a bar fight.