

## **Brian DuChamp**

**Pen Name:** “Malcolm Witts”

**Alignment:** Unprincipled

**P.C.C.:** Ordinary Person

**Occupation:** Writer of Mystery & Supernatural Horror novels



*“Oscar Wilde once wrote that ‘The truth is rarely pure and never simple.’*

*You had no idea, Oscar... You had no idea.*

*Albert Einstein on the other hand, he once said that ‘Reality is merely an illusion, albeit a very persistent one’. Now he knew what he was talking about.”*

## **Snippets from interviews and conversations with “Malcolm”**

**At a news building, sitting in the guest chair, all cameras pointed at him, and while looking at his interviewer, he laughs in response to her mentioning his real name:**

*“The secret’s out everyone! Yeah, Malcolm Witts isn’t my real name. I made it up for a writing project years ago, and it just stuck with me. While my first few mystery books were decent sellers, my agent advised me to use a pen name for the supernatural horror and suspense stories I’d started writing, and ‘Malcolm’ was born. Since they were lukewarm sellers, I never got interviews for my mystery books beyond a podcast or two, so my face was unknown to the media. But after my horror books started selling so well, my picture was on the backs of them all and I started doing a lot of interviews, and all of them under my pen name. I’d basically built a persona around ‘Malcolm Witts’ and ran with it. With the exception of a few close friends, most people know me as, and call me ‘Malcolm’ and I’m fine with that. ‘Malcolm’ is far more interesting than ‘Brian’.”*

**From an interview on the “After Midnight” podcast:** *“I grew up the youngest of four in the ‘DuChamp’ family in Toronto, and yes... I do mean that “DuChamp” family; old money and all that. Good manners, silver spoons, private schooling, the works. My parents tried to raise me “right”, but it didn’t take. I read a lot of books, pulled a lot of pranks, got kicked out of a few schools, and hit my rebellious phase early. My other sibs didn’t have any sense of rebellion that I recall, so everyone was at a loss with me. Luckily, I found an outlet for my energy in a martial arts academy, and my parents learned to accept that I wasn’t going to walk the same path the rest of them did.”*

**Part of the same “After Midnight” interview:** *“I’ve always had a vivid imagination. I can’t remember a time my head wasn’t in the clouds or making up stories. I think I was a pretty smart kid as well, especially ‘book smart’, but it didn’t reflect in my grades. I know, big surprise, right? A kid whose head was always in the clouds instead of in class? Anyway, I didn’t do so well in the important classes, not beyond my English classes anyway. I loved music class though... actually, random trivia for you all; my delicate fingers are just as good at tickling the piano keys as they are tickling the keyboard. I also loved being in chorus. When I was struggling in my early days of writing, I sang and played the piano at bars, wedding events, ‘Dueling Piano shows’ and the like... I even did a few “western recreation days” events as a piano player in the historic saloons across Washington. Hell, for all I know, if my writing hadn’t taken off, I might still be doing them.”*

**During a conversation with a childhood friend:** *“So yeah, I left Toronto and I live here in Seattle now. I went to college for a while, and it was an eye opener for me. As we both know, I’m not school material. Sure, I loved the freedom and doing my own thing in college, but my grades were disasters for the most part, so I quit school and went back home. Well, my friend, it’s like they say ... you never can go back home again. My parents and I weren’t seeing eye to eye at all anymore, and they kept pushing me to pursue one of the family business ventures. While I don’t know what I want to do yet,*

*I know I'm not interested in any of those ventures. Not after I came home and became rudderless for too long, the friction between us all grew and kept getting worse. Finally, just said 'screw it' and left home with a small stash from my trust fund (before my folks sealed it up). I came here to Seattle because I have a few drama friends working over at the Moors, doing improv theatre, murder mystery dinners, plays and whatnot, and gave me a job there. I've gotta tighten my belt awhile, but I'm enjoying the performing arts in the meantime. In fact, I helped write one of the murder mystery dinners performing there, and I had such a blast writing it that I think I'm going to try my hand at writing a book. I think I'd be good at writing mystery novels."*

**During a conversation with Dr. Edmond Smythe:** *"I'd never been to Totem Falls before. I was there researching small townships for my next book; only at the time it was purely a mystery novel. I hit a mental block in my writing and went for a walk along a hiking trail that fated evening, and nightfall came faster than I expected. I was walking back to town in the dark, with nothing but the flashlight of a quickly dying cellphone for light, and that was when where I encountered my first werewolf! Actually, my first supernatural encounter of any kind. I ran, and it stalked after me for several minutes. I learned later on that he was toying with me; werewolves enjoy chasing their prey before attacking them it seems. If it hadn't been for your team from the Lazlo Agents out there already hunting him at the time, I'd have been eaten."*

**Part of the same conversation with Dr. Smythe:** *"After the 'werewolf incident', the hunting party talked me down off the proverbial ledge. As you can imagine, I didn't take the news of 'nearly being eaten by something that shouldn't exist, but it does exist' very well. I was terrified and pretty hysterical for a while, but then I became intrigued after my nerves had settled down. We all went to 'Mallory's' for pie (my treat of course) and further conversation on the subject of the world that exists beyond the supernatural. I got their contact info and made lasting friendships that night. By the time I got back to my hotel room, I was just buzzing with writing material. I sat at my hotel room desk and started writing ... I didn't stop until late afternoon, where I'd nearly collapsed from exhaustion on my laptop. All that writing became the foundation of both the 'Hunger Pangs' novel and my new direction as a supernatural horror writer.*

*Ya know, you've read the book, you might recall the scene where some nameless guy is out for a walk at night before being chased along the hiking trail by a shadowy beast, and he nearly reaches the edge of the trail and into the safety of the lights of the small town, only to be grabbed at the last second by an inhumanly powerful grip and dragged back in to the darkness, and his scattered mutilated remains were discovered by hikers the next day? Yeah, you could say that was a pretty inspired scene on my part. I've written many inspires scenes and moments since then."*

## **Personal notes about Malcolm and his writing**

The last few books written by Malcolm are “fictional stories” based on his experiences since becoming a member of the Lazlo Society and a paranormal investigator. These last few books all have moments and scenes that could be considered outright autobiographical as they’re more or less first-hand experiences. That said, all of the characters in his books are based on members of the Lazlo Society and Agency that he’s worked with. For privacy purposes, he always uses different names and likenesses for all of them. The closest exception has been Callie Rodenburg, who’s likeness as a “California blonde that kicks monster ass” was very inspiring to Malcolm when he wrote the character “Gina” in his novel, “Dimma”. Some of Brian’s favorite chats are those members who recognize the character that’s based on them, or are taking a guess as to who a particular character was based on.

When Malcolm writes a novel that was inspired by friends and members of the Lazlo Society, he always invites them to the local “book release” party, where they get to enjoy free drinks and food, get a signed copy of a first edition best seller novel, and watch him put on his persona and charm as he talks about the book and reads a part of it out loud to his guests. There’s always at least a little amusement to a being part of his inside joke that he writes fictional supernatural horror stories based on real investigations they were involved in. He also did the same for the opening night event for the film adaptation of his “A Devil in Pearls” novel.

While Malcolm is currently doing well financially, he doesn’t forget about his friends and fellow investigators in a time of need. He’s helped pay for medical expenses, helped with house payments or rent, he always pays when they go out for food or drinks, and he’s managed to use his growing celebrity status to get them out of potential trouble with local law enforcement a few times. His celebrity status is riding its peak as he was on the latest season of “Dancing with the Stars”, the fact that he was eliminated after the first few weeks hasn’t diminished his charm or his celebrity.

Player: <u>Pregenerated Player Character</u>	
Character: <u>Brian Duchamp</u>	
Nickname/Alias: <u>Pen name is "Malcolm Witts"</u>	
P.C.C.: <u>Ordinary Human (pages 64-67)</u>	
Sex: <u>Male</u>	Alignment: <u>Unprincipled and loving it!</u>
Occupation: <u>Writer: Supernatural Horror Novelist</u>	
<b>Attributes</b>	<b>Hand to Hand Combat</b>
I.Q.: <u>15</u>	HTH: <u>Marital Arts</u>
M.E.: <u>11</u>	Actions per Round: <u>5</u>
M.A.: <u>20</u>	Initiative:+ <u>3</u>
P.S.: <u>13</u>	Damage:+ <u>-</u>
P.P.: <u>17</u>	Strike:+ <u>3</u>
P.E.: <u>14</u>	Parry:+ <u>4</u>
P.B.: <u>18</u>	Dodge:+ <u>4</u>
Spd.: <u>20</u>	Roll with punch, fall or Impact:+ <u>3</u>
P.P.E.: <u>3</u>	Pull Punch (11+):+ <u>3</u>
I.S.P.: <u>-</u>	Knockout/Stun Roll: <u>-</u>
S.D.C.: <u>29</u>	Critical Strike Roll: <u>Natural 20</u>
Hit Points: <u>37</u>	Death Blow Roll: <u>-</u>
Perception: <u>+3</u>	
Armor: <u>Armored Vest &amp; Guards</u>	A.R.: <u>12</u> S.D.C.: <u>120</u>
Level: <u>5th Experience Points:</u>	<u>N/A</u>

Humorously Witty (+1 Mental Affinity)  
 Ruggedly Handsome (+3 to Physical Beauty)  
 Observant (+1 to Perception rolls)  
 All kick attacks add +2 to damage due to Kick Boxing  
 +1 P.B. when dressed to impress (Wardrobe & Grooming)  
*See Trust & Intimidation: A Way of Life in The Rifter #60*  
 for examples and alternative uses for his high M.A.

Skills	Base	Bonus	+%/lvl	Total%
Language: English	88	-	1	92
Literacy: English	80	-	2	84
Mathematics: Basic	72	-	3	78
Pilot: Automobile	60	4	3	76
Computer Operation	60	15	3	87
Creative Writing (proffessional)	25	25	5	70
Cryptography	25	10	5	55
Technical Writing	30	10	5	60
Public Speaking	30	15	5	65
Research	40	15	5	75
Wardrobe & Grooming	50	10	4	76
Performance	25	10	5	55
Singing	35	10	5	65
Dancing	30	20	5	65
Play Piano	35	10	5	70
Cooking	35	10	5	65
Streetwise: Weird	30	10	5	60
Psychology	35	10	5	65
Juggling	35	-	5	55

## Weapons & Hand-to-Hand Attacks

<b>Weapons &amp; Attacks</b>	<b>Strike</b>	<b>Parry</b>	<b>Throw/Range</b>	<b>Rate of Fire</b>	<b>Shots/Ammo</b>	<b>Weight</b>	<b>Damage</b>
War Hammer (short)	+5	+6	+4/ 38 feet	melee	carries one	2.5 lbs.	2D6+2
Silver-plated Athamé	+3	+4	+3/ 38 feet	melee	carries one	.5 lbs.	1D6(2D6 if vulnerable to silver)+1
"Spike" (carved bat)	+5	+6	+4/ 38 feet	melee	carries one	3 lbs.	1D8 (2D8 if vulnerable to wood)+2
*Beretta Model 92 Pistol	+3/+5 aimed		135 feet	range	10 / 2 clips	5 lbs.	3D6; a burst of 3 runds does 6D6
Karate Punch / Kick	Called shots (nose, eyes, groin, etc.) can penalize target						1D4 (punch) / 2D4+2(kick)
Elbow / Knee strikes	<u>Note:</u> Called Shots & Power Strikes cost two attacks to perform						1D6 (elbow) / 1D8+2 (knee)
<b>Kick Boxing</b> strikes:	Roundhouse Kick (3D6+2), Axe Kick (2D8+2), & Leap kick (3D8+2, but counts as two actions)						
Entangle Attacks	Can be used to trap the weapon or arm of an attacker						+5 to all entangle actions
Body Flip / Throw	Victim is "thrown" to the ground; loses initiative and one action						1D6 per successful attack

**Note:** Strike and Parry bonuses from both *Hand-to-Hand Combat* and *Weapon Proficiency* bonuses are included

smartphone, earbuds, pricey sunglasses, Rolex, wool long coat, oxford shirt & jeans, trendy steel-toed boots, cross on a necklace, flask (bourbon), Zippo lighter, pocket flashlight, comb, wet wipes, *Sharpie* pen (for signing autographs on paper and/or skin), shoulder holster set (holds pistol & two magazines)

**Messenger Bag Contains:** *Kel-Lite* flashlight, bottled water, bag of sunflower seeds, notebook, 2 pens, digital camera, digital audio recorder, 4 wooden staves, mallet, holy bible, 3 vials of holy water, 5 juggling balls (to show off his skill), mini-umbrella, a few copies of his books to hand out as needed

Owns a brand new black Dodge Challenger w/ all the options
A penthouse in upscale Seattle w/ classy furnishings
Has an impressive collection of expensive suits, shirts and clothing for his public outings.
A black "Alienware" PC laptop and a protective case
Has a balaclava ski mask to wear when needed to avoid being recognized in public (which is a problem while investigating).
*Beretta has a laser sight attached to it; +1 to all firearm rolls.

## Personal Information

## Beyond the Supernatural

Age: 40 Height: 6' 1" Weight: 180 lbs. Hair: brown; kept neat and well groomed  
Eyes: hazel Birth Order: last born of four Money: \$900.00 in cash on hand  
General Appearance: Caucasian male who looks to be in his mid to late 30's.  
Keeps himself well groomed and favors wearing oxford shirts & jeans for most occasions.  
For parties, book openings, signings, interviews and special events however, he knows to dress to impress. Usually the most expensive dressed person on the investigation team.  
Disposition: A fun loving, cocky, smarmy, witty, lovable scoundrel and man-child.  
Family History: Of French Canadian ancestry with no known psychic phenomena.  
Environment: From a well bred silver spoon family in Toronto, Canada.  
Sentiment towards Psychics & Mages: "They make for great stories! Think about it, they only have psychic powers when ghosts and monsters are nearby... what a great hook!"  
Reason for Paranormal Investigating: "I've always been into this stuff. Just had the good sense to write stories about real monsters. Daddy's gotta pay the bills somehow, right?"  
Goals in Life: Sell more books than that Stephanie Meyer and her so called "books".  
"I mean come on... vampires that sparkle? I've CRAPPED out better ideas than that!"  
Insanity: While good natured, Brian is also self-indulgent. As a result, he's a notorious heartbreaker and womanizer. This isn't intentional, he's just foot loose & fancy free.



List of books written by

Malcolm Witts

Deep into that Darkness

Guru in Blood

Cruel Shoes

The Distance of Hate

Gory Eyes

Tasteful Lemmings

Dinner was Served

She Never Sleeps

(made into a movie)

Compounded in Blood

Hunger Pangs

A Devil in Pearls

(recently made into a movie)

Dimma

A "fictional" story based on his experiences while investigating Dimma's along Elliott Bay and the Pugit Sound.

A Haunted Reputation

Brian's newest "fictional" story about a haunted museum. Has been optioned for a movie

## Miscellaneous

**Leaping Distance:** Up: 2 feet / 4 feet (power) Across: 4.5 feet / 9 feet (power)  
**Run:** 13.6 mph (max) 14 melees 345 feet per round 86 feet per action  
**Swim:** 3.5 mph (max) 14 minutes 78 feet per round 15.6 feet per action  
Bonus to Trust: 60% Bonus to Charm: 40% Maximum Carrying Weight: 130 lbs.

## Brian's Contacts

**Micheal Hoins** Occupation: Mayor of Seattle Notes: Always goes out of his way to butter up his "ol' pal Mike", who's a fan of Brian's writing, political contributions and natural charm.

**Troy Stadlander** Occupation: Commissioner Notes: Another tool he's weaseled his way into with his charms and charity benefits for the Seattle Police. Brian loves having friends in high places.

**Margaret Kehm** Occupation: Brian's Agent Notes: One of the few women that doesn't fall for his charms and thus is really good about keeping him on task and making his deadlines.

## Brians's Special Weapons, Equipment & Objects

**Pocket Night Viewer** Description: A monocular styled mini-night sight; 800 foot range.

Notes: A passive nightvision optics system is an image intensifier, meaning that its a passive system that doesn't emit any light, but electrically amplifies existing ambient light to provide a visible picture.

**Silver Plated Athamé** Description: A good replica of a ceremonial dagger, plated in silver

Notes: Does 1D6+1 damage to mortals, but 2D6+1 damage to beings that are vulnerable to silver. This good quality replica from the movie "Guru in Blood", which is based off one of Brian's books.

**Kel-Lite Flashlight** Description: "The World's Finest and Strongest Flashlight"

Notes: Reputed to be unbreakable, Brian's "Kel-lite" is 10 times brighter than a normal flashlight, (uses a quartz-halogen bulb) and does 1D6 damage as a blunt weapon.

**Pyle Psp141 4-in-1 Meter** Description: small environment meter with photo detector probe

Notes: Capable of measuring sound levels, light, humidity, and temperature. It includes a K-type temperature probe to measure temperature, and a built in microphone to measure sound.

**Sleuthgear Audio Recorder** Description: black handheld digital audio recorder

Notes: Has 1GB of internal memory to record 65 hours of audio and a 2GB Micro SD Card used in the expansion slot for an additional 130 hours of audio for a total of 195 hours of audio recording.

**knee, forearm and elbow guards** Description: metal based protective sports padding

Details: Padding designed with stainless steel, EVA foam, PU Leather and Elastic Bands.

Designed for extreme sports protection, but also works for defending physical attacks.

Covers knees, shins, elbows and forearms. -5% to all physical skills due to weight and bulk.

**A.R.:** 12, S.D.C.: 40 for each guard; adds +2 to Roll with Impact attempts.

Note: Must be targeted to take damage; can parry with arm/shin guards without taking damage.

**"spike"** Description: A wooden baseball bat carved to sharp point

Notes: Does 1D8 to mortals, but 2D8 to beings that are vulnerable to wood.

Had the idea of carving the end of a baseball bat to spiked tip while writing one of his novels.

**Medieval War Hammer** Description: Carbon Steel Medieval War Hammer Replica

Notes: "I was researching for a book one day and discovered that the war hammer was ideal for using against a knight encased in plate steel. The heavy hammer head could crush a suit of plate with just a few blows, and the back spike could open that armor like a can opener! I thought to myself, Maybe it can do the same to the Supernatural beings! While its not as effective against the supernatural as it a knight, it has a good heft to it and feel really good swinging at a monster!"

The hammer head does 2D6 damage while the back spike does 1D6+1 damage.

## Notes

Brian never goes by his real name in public. Whether it's a book signing, an event or a paranormal investigation, he ALWAYS goes by Malcolm. He's not paranoid, he just likes Malcolm's persona. Malcolm rarely takes anything seriously. He will crack jokes, talk sarcastically, showoff & showboat, yank on people's chains and anything else that comes off as fun at the time. In short, Brian is always cracking a smug or sarcastic smile or a smirk or stupid grin on his face.

While investigating in public, there's always a 10% chance that someone will recognize him. This can be helpful at times ("hey officer, we're just doing research for my next book"), and at other times it's not so helpful ("Officer! I just saw horror writer Malcom Witts go into that abandoned house!")