

Brian DuChamp

Pen Name: “Malcolm Witts”

Alignment: Unprincipled **P.C.C.:** Ordinary Person

Occupation: Freelance writer of Mystery & Horror novels

You are Brian DuChamp... but, you never go by your real name. You go by the pen name “*Malcolm Witts*”, which you came up with years ago because it’s become a popular name due to your writing and it’s a much cooler name to go by.

But you digress; you are Brian DuChamp, the youngest of four siblings from a well bred silver spoon family from Toronto, Canada. Your childhood consisted of books, manners, and private schools... and one out of three aint so good. You dug the books, but manners and schooling bored you to tears. Your penchant for pranks and trouble making eventually got you kicked out of every school your family sent you to till there was no institution left that would accept you. You then settled in for a life of home schooling. But at home you at least had your books and the Martial Art Academy to help break up the monotony of a formal education.

It’s wasn’t a matter of a lack of intelligence; on the contrary, you are a very smart guy (in both book wise and street wise smarts). You’ve just been gifted with a very creative mind and tend to learn in ways that traditional schooling methods don’t provide for. Your trouble making trends continued well into college. You gave it an honest try at first, but within two years you found yourself in the women’s dorms more often than you did in the classrooms. Your natural charms and good looks made your transition from home schooled to social butterfly in college an easy one. However after your two years of failing grades your parents pulled the plug on your college funding.

After getting a taste of freedom at college, going back home was a nightmare for you. Your father now had plans of having you work in his law firm somewhere, working your way up the ladder through experience. While this method of education works better for you, you had no interest in learning *the laws of the land*, you’re more interested in bending them. Eventually you and your family hit a breaking point and you voluntarily left home with a small stash from your trust fund to get you started on your own. Your parents believed that once you realize how hard life really is it would bring you back home ready to grow up and follow the family interests. For awhile it seemed like they would be right.

Your creative and care free ways made you unemployable in the daily rat race. For awhile you were a professional job hopper and weren’t going anywhere professionally. Then one night while watching a mystery drama on TV, you got aggravated by how poorly written and uninteresting the murder case was. On a whim in response you decided to write your own mystery story. Surprisingly, a late night inspiration suddenly grew into a novel in a matter of a week or so. On another whim (and a prayer) you submitted your work to a publisher, who happily accepted and published it to good reviews and sales. Feeling like you’ve found your calling, more books by “*Malcolm Witts*” were written and the public ate them all up. But a few mystery novels later, you were concerned that you’d lose interest in writing them. Then what would you do with yourself?

Then a chance run in with a Succubus happened one night. After being saved in the nick of time by members of the *Lazlo Society*, you’ve since joined them and regularly attend paranormal investigations. However your reasons for joining aren’t very altruistic; you take notes for writing horror novels sewn into the poetic mystery novels your pen name has become known for. Writing horror and mystery novels are so much more fun when you’re living them!

Beyond the Supernatural™

Player: Pregenerated Player Character

Character: Brian Duchamp

Nickname/Alias: Brian's pen name is "*Malcolm Witts*"

P.C.C.: Ordinary Person

Sex: Male Alignment: Unprincipled and loving it!

Occupation: Writer: Horror / Mystery Novelist

Attributes

I.Q.:	<u>15</u>	Type: <u>Martial Arts (M.A. Academy)</u>
M.E.:	<u>11</u>	Number of Attacks: <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 w Punch/Impact: + <u>3</u>
Perception:	<u>+2</u>	Pull Punch: + <u>3</u>
P.P.E.:	<u>3</u>	Knockout/Stun Roll: <u>-</u>
I.S.P.:	<u>0</u>	Critical Strike Roll: <u>Natural 20</u>
Hit Points:	<u>37</u>	Death Blow Roll: <u>-</u>
S.D.C.:	<u>29</u>	

Armor: Uniform Armor A.R.: 12 S.D.C.: 100

Level: 5 Experience Points N/A

Special Abilities/Skills

Nimble Wit (+1 M.A.)

Ruggedly Handsome (+3 P.B.)

Observant (+1 Perception)

Saving Throws

	Base	Modifier	Roll Need
Poison: Lethal	<u>14</u>	<u>-</u>	<u>14</u>
Poison: Non-Lethal	<u>16</u>	<u>-</u>	<u>16</u>
Harmful Drugs	<u>15</u>	<u>-</u>	<u>15</u>
Insanity	<u>12</u>	<u>-</u>	<u>12</u>
Psionics	<u>15</u>	<u>-</u>	<u>15</u>
Magic Spell	<u>12</u>	<u>+1</u>	<u>11</u>
Magic Ritual	<u>16</u>	<u>+1</u>	<u>15</u>
Coma/Death		<u>-</u>	<u>-</u>
Horror Factor		<u>+2</u>	<u>-</u>
Possession		<u>-</u>	<u>-</u>
Curses	<u>15</u>	<u>-</u>	<u>15</u>
Disease	<u>14</u>	<u>-</u>	<u>14</u>
Pain	<u>14</u>	<u>-</u>	<u>14</u>

Skill

	Base	Bonus	+%/lvl	Total %
Speak English	<u>88</u>	<u>-</u>	<u>1</u>	<u>92</u>
Read English	<u>80</u>	<u>-</u>	<u>2</u>	<u>88</u>
Basic Math	<u>72</u>	<u>-</u>	<u>3</u>	<u>84</u>
Pilot Automobile	<u>60</u>	<u>4</u>	<u>3</u>	<u>76</u>
Computer Operation	<u>60</u>	<u>15</u>	<u>3</u>	<u>87</u>
Creative Writing (Prof)	<u>25</u>	<u>25</u>	<u>5</u>	<u>70</u>
Cryptography	<u>25</u>	<u>10</u>	<u>5</u>	<u>55</u>
Technical Writing	<u>30</u>	<u>10</u>	<u>5</u>	<u>60</u>
Lore: Mythology	<u>30</u>	<u>15</u>	<u>5</u>	<u>65</u>
Lore: Demons/Monsters	<u>30</u>	<u>15</u>	<u>5</u>	<u>65</u>
Public Speaking	<u>30</u>	<u>15</u>	<u>5</u>	<u>65</u>
Research	<u>40</u>	<u>15</u>	<u>5</u>	<u>75</u>
Wardrobe & Grooming	<u>50</u>	<u>10</u>	<u>4</u>	<u>76</u>
Performance	<u>25</u>	<u>10</u>	<u>5</u>	<u>55</u>
Singing	<u>35</u>	<u>10</u>	<u>5</u>	<u>65</u>
Psychology	<u>35</u>	<u>10</u>	<u>5</u>	<u>65</u>
Play Piano	<u>35</u>	<u>10</u>	<u>5</u>	<u>65</u>
Streetwise: Weird	<u>30</u>	<u>10</u>	<u>5</u>	<u>60</u>
Cooking	<u>35</u>	<u>10</u>	<u>5</u>	<u>65</u>

Skill

	Base	Bonus	+%/lvl	Total %
Dance	<u>30</u>	<u>20</u>	<u>5</u>	<u>70</u>
Juggling	<u>35</u>	<u>-</u>	<u>5</u>	<u>55</u>
Jogging / Running	<u>-</u>	<u>-</u>	<u>-</u>	<u>-</u>
Swimming	<u>50</u>	<u>-</u>	<u>5</u>	<u>70</u>
Kick Boxing	<u>-</u>	<u>-</u>	<u>-</u>	<u>-</u>
History: Horror Genre	<u>40</u>	<u>15</u>	<u>4</u>	<u>71</u>
Weapon Proficiencies: Recognize Weapon Quality (45%)				
Ancient W.P. List				
Blunt		<u>+2</u>	<u>+2</u>	<u>+1</u>
Modern W.P. List				
Handguns		<u>+2</u>	<u>+4</u>	<u>+1</u>

Weapons & Equipment

Weapons & HTH attacks	Strike	Parry	Range/Reach	Rate of Fire	Shots/Ammo	Weight	Damage
*Beretta Model 92 Pistol	<u>+3</u>	<u>-</u>	<u>135 feet</u>	<u>single/ burst</u>	<u>12/60(5 clips)</u>	<u>3 lbs.</u>	<u>3D6(s) / 3D6x2 (b)</u>
Silver-plated Athamé	<u>-</u>	<u>-</u>	<u>40ft if thrown</u>	<u>melee</u>	<u>-</u>	<u>1 lb.</u>	<u>1D6</u>
Medium sized crowbar	<u>+2</u>	<u>+2</u>	<u>40ft if thrown</u>	<u>melee</u>	<u>-</u>	<u>3 lbs.</u>	<u>1D8+2</u>
Karate Punch/Strike	<u>Called shots to specific areas (nose, eyes, groin, etc) can penalize target</u>						<u>2D4</u>
Karate Kick	<u>Note: Called shots cost two attacks to perform</u>						<u>2D6</u>
Kick Boxing strikes:	<u>Roundhouse Kick (3D6), Axe Kick (2D8), Knee Strike (1D8), & Leap kick (3D8, but counts as two actions)</u>						
Entangle Attacks	<u>Can be used to trap the weapon or arm of an attacker</u>						<u>+2 to entangle actions</u>
Body Flip/Throw	<u>Victim is knocked down, loses initiative and one attack</u>						<u>1D6</u>

Equipment

iTouch cell phone, iPad tablet, iPod, pricey sunglasses, Rolex, trendy trench coat, oxford shirt & jeans, trendy boots, weapon holsters, Zippo lighter, pocket flashlight, umbrella, silver cross on a necklace, flask of whiskey (Maker's Mark), *Sharpie* pen (for signing autographs on paper and/or skin)

Messenger Bag Contains: Kel-Lite flashlight, bottle of Aquafina, bag of sunflower seeds, notebook, Digital Audio Recorder, 4 wooden stakes, mallet, vial of holy water, holy bible, 4 balls (for juggling)

Unique Items

Owns a brand new black Dodge Challenger w/ all options

A penthouse in upscale Seattle w/ classy furnishing

A black "Alienware" PC laptop

*Beretta has a laser sight attached to it

Personal Information

Age: 40 Height: 6' 1" Weight: 180 lbs. Hair: brown and kept neat
 Eyes: hazel Birth Order: last born of four Money: \$800.00 in cash on hand
 General Appearance: Generally keeps himself well groomed and together in jeans and Oxford shirts. However he usually keeps a few days growth as it helps his ruggedly handsome looks. At book signings he's shaved and dressed to impress (the ladies).
 Disposition: A fun loving, arrogant, smarmy, witty & lovable scoundrel.
 Family Origin: Of French Canadian decent w/ no recent psychics in the family.
 Environment: From a well bred silver spoon family from Toronto, Canada.
 Sentiment toward Mages & Psychics: "They make for great stories...think about it, they only have powers when monsters are nearby... what a great hook!"
 Sentiments toward Supernatural: "They're the stuff that dreams are made of baby. Well, at least my dreams anyway. 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 glitter? I've CRAPPED out better ideas than that!"
 Insanity: Brian is extremely self indulgent and selfish. As a result, he's a very notorious heartbreaker and womanizer. This isn't intentional, he's just foot loose & fancy free.



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
Compounded in Blood
Hunger Pangs
A Devil in Pearls

Miscellaneous

Leaping Distance: Up: 1.5ft / 3ft (P) Across: 3ft / 6.5ft (P)
 Run: 13.6 mph (max) 14 melees 300 ft/melee 60 ft/attack
 Swim: 3.5 mph (max) 14 melees 78 ft/melee 15.6 ft/attack
 Bonus to Invoke Trust: 60% Bonus to Charm: 40% Maximum carrying weight: 130 lbs

Beyond the Supernatural™

Character History

Highlights of Brian DuChamp's History (read intro page for more details.)

*Brian grew up in a wealthy family in Toronto and never had to want for anything.
*Was a very intelligent & well spoken child even before being sent off to private school.
*Brian hated the rules and regulations of schooling and continually got in trouble at school.
*Eventually Brian was kicked out of every private school he was sent to before parents gave up.
*Was forced to be home schooled and tutored at home, much to his family's chagrin
*Spent a year of two in college, but again found school to be constrictive and boring.
*After his dropout from college, his family's disappointment eventually drove him out on his own.
*Out on his own Brian seemed doomed to fail, his overly creative mind made him unemployable.
*Got inspiration one day to write a mystery novella, was published on his first try.
*After a few mystery novels were written, Brian was losing his interest in writing them.
*After his chance discovery of the Supernatural, Brian now writes horror / mystery novels.

Contacts

Name: Mike Hoins Occupation: Mayor of Seattle Notes: Brian has gone out of his way to butter up Mike, who happens to be a fan of his work and falls for his natural charms.
 Name: Troy Stadlander Occupation: Police Commissioner Notes: Another tool Brian has weaseled his way into. Loves having friends in high places and Troy does indeed fit the bill.
 Name: Margaret Kehm Occupation: Brian's Agent Notes: One of the few women who doesn't fall for his charm & looks. Drives Brian crazy, but keeps him grounded.

Special Equipment

Name: Pocket Night Viewer Type: Optic Equipment Description: Mini-night sight tool
 Abilities: This is an monocular styled looking item that's easily concealed and portable.
 Range: 800ft
 Name: Silver Plated Athamé Type: Weapon and Tool Description: Ceremonial Dagger
 Abilities: Does 1D6 damage normally, but does x2 damage to beings that are vulnerable to silver.
Looks like a double-edged ceremonial dagger. Brian chose an Athamé for theatrical purposes.
 Name: Kel-lite flashlight Type: Field Equipment Description: Large Flashlight
 Abilities: 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.
 Name: Pyle Psp141 4-in-1 Meter Type: Sensory Equip. Description: Environment Meter
 Abilities: 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.
 Name: Sleuthgear Recorder Type: Sensory Equip. Description: Pocket Digital Recorder
 Abilities: 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.

Notes

*Brian never goes by his real name in public. Whether it's a book signing, a date or a paranormal investigation, he ALWAYS goes by Malcolm. Its not that Brian's paranoid, he just likes Malcolm.

*Malcolm NEVER takes anything seriously. He will crack jokes, talk sarcastically, showoff and showboat, yanks on peoples chains and anything else that comes off as fun at the time.

*When out in public, there's always a 10% chance that someone will recognize him. This can be helpful at times, hurtful at others (especially during a paranormal investigation).

*Always seems to be cracking a smug smile or a smirk on his face.