

The Reasons Why We Hate Thomas Bichon

This topic may be controversial to some, and it certainly will be hurtful to others, but the fact of the matter is that Thomas Bichon, a man quickly nearing the age of thirty, is not our friend. The people he has come to know as friends have put up with him for a great many months, forcing themselves to endure what sometimes felt like a never-ending hell perpetuated by his terrible gaming and personal habits. Initially, this paper was not going to be a complete detailing of his character flaws, but upon request, I have taken up the mantle as the scribe for this work. I sincerely hope that this will help Thomas Bichon correct his flaws and perhaps mentally mature to someone of his age.

First and foremost, one must address his gaming habits, as that is where Thomas Bichon most often achieved a level of freedom and sociability. From an objective standpoint, one could presume that gaming, both in the traditional sense and in the video game sense, were his outlets. That is a fair thing to assume in this regard, and this paper will proceed with that in mind. Regarding video games, Mr. Bichon would often play highly competitive games, ranging from *Call of Duty: Black Ops* to *Halo* to *Assassin's Creed* and even to *League of Legends*. These games, in terms of multiplayer, are considered to have high-octane and competitive cultures behind them. This often attracts a certain sort of individual, usually men between the ages of eighteen and twenty-four, which opens up a sort of “trash talking” between competitors. Mr. Bichon was no stranger to this gaming culture, and often would participate vigorously, shouting and yelling whenever something would happen, be it favorable or not. His response to a more undesirable outcome, however, was often a large, angry outburst, usually ending with highly expensive things being smashed, broken, and otherwise highly mishandled to the chagrin of those around him. Mr. Bichon was so prone to these outbursts that he would be forced to make attempts to salvage his console controllers, often times saving what little intact parts he had in order to create a sort of Frankenstein's monster of a controller. Beyond his controllers suffering at his hands, he

has also destroyed at least one mouse and a large Vizio flat-screen high-definition television. He has proven time and time again that he has no qualms with destroying expensive merchandise whenever he is angry or upset.

A better window to understand our contempt for Mr. Bichon lies at the table, where he was more times than not an active participant. Initially for some of the “core group,” Mr. Bichon was found to be a decent fellow, albeit with a few quirks about him. These were overlooked at first, often due to the fact that these people do not try to judge a book by its cover, as the saying goes. Things were slightly strange at first, what with Mr. Bichon always trying to play a female character in her early years, ranging between the ages of fifteen and twenty. It is a common practice to attempt to create a character outside of one’s comfort zone in order to improve one’s roleplaying ability, but the fact is that Mr. Bichon has created numerous characters fitting this bill. Notable characters include, but are not limited to, Attira the Fett in Star Wars, a Taung Jedi/Bounty Hunter/Sith Apprentice; Capitan Ariana Dumon in D&D, an Avariel Elf Viking/Dread Pirate; Mina Rommel in Shadowrun (twice), a cat-girl spy; Lylia Golondrel in D&D, an Elven Paladin; Yaten Ko in D&D, a human Magical Girl; and a currently nameless Warmage stripper DMPC (Dungeon Master Player Character) in D&D when he was a DM (Dungeon Master) for B. C. and some other individuals. All seven of these characters were no older than the age of sixteen, and they each had their physical descriptions explicitly described for everyone sitting at the table. According to several “traditional gaming” groups, this sort of reoccurring theme is what is referred to as a “fetish insert” and is strongly frowned upon in most gaming groups, if not banned outright. This fetishistic behavior was only further enhanced by several in-game diversions Mr. Bichon forced for two of his characters, Attira the Fett and Lylia Golondrel, in their respective games. Mr. Bichon went through great lengths to detail Attira the Fett’s body piercings and tribal tattoos, taking time away from the game to purchase more for his character. Lylia Golondrel also had several tattoos

and piercings, which Mr. Bichon cited as “integral to the story” when confronted about the situation post-game session.

One must admit that Mr. Bichon did not play only young women characters. He has several (read: four) characters that he has played over the course of gaming with the group here, though he has others that he cites as pleasant memories. Notable names include Aramon Shisaran (twice) in Shadowrun, a “Night One” (or nocturnal elf) mage; Aranis Dumon in D&D, an evil “chaos elf” cleric/wizard/blackguard; Kamagura (twice, only once with the group) in The Elder Scrolls, a Dunmer (Dark Elf) Battlemage; and Vegeta in Shadowrun, a Saiyan (homebrewed Ork-adjustment) Mystic Adept. All of these male characters share several traits in common with the exception of Vegeta, as he was played for one session only: they are elves, they are dark, and they are either “neutral” or evil, all of which played as complete and utter assholes. Their alignments and races served as a method to allow Mr. Bichon to be aggressive, ignorant, and chaotic, ultimately forcing others around him to suffer as he pursued inane flights of fancy at the table.

These characters, both men and girls, share one more common factor: they appear to be min-maxed for one thing. His melee fighters were insanely strong and his mages were highly overpowered to the point where playing the game started to bore the other players involved. After all, pen and paper games are about everyone involved, and if not everyone is having fun, something has gone terribly awry. If he ever chose to play a class that served a dual purpose, such as a Battlemage, and he did not fare well, he would grow upset, almost as if the failures the character experienced were analogue to his own personal failures. Seeing this at the table often resulted in the other players quickly trying to draw attention away from Mr. Bichon in order to continue with the story or battle.

Character creation and execution notwithstanding, Mr. Bichon had other flaws that he demonstrated at the table as well. Mr. Bichon owned two very expensive sets of gaming dice since the core group had formed, and he purchased another set toward the end of his stay here in Oklahoma. No matter what game was being played, Mr. Bichon acted in an immature fashion whenever he rolled below his expectations. Whenever his dice would roll, randomly I might add, a miss or failure, he would begin to sulk. If this happened enough times, he would then pick up his dice and start talking to them, as if the dice were actually sentient creatures. If another failure was imminent, he would get visibly upset. If he ever had a critical failure, he would violently throw his expensive dice into the trash, into the corner, or he would put them in the freezer to “teach them a lesson.” Seeing this sort of behavior was difficult for some of the players at the table, and upset at least one of them. This individual gave a quote on the matter as well; “I’ve always wanted a set like that, but they’re expensive. I don’t understand how someone can just throw them like that. Does he not appreciate the things he has in his life?” If one were to consider the way Mr. Bichon treats his controllers and televisions, the answer might be more obvious than one would think.

Gaming issues aside, Mr. Bichon displays several traits that are undesirable in a potential friend candidate. His first undesirable trait is linked to his gaming flaws: his explosive anger. A prime example would be if one individual were to be staying with Mr. Bichon overnight: Mr. Bichon is playing a game, such as *League of Legends*, on his laptop while this overnight individual is asleep. The individual would hear a loud crash or slam, followed by a series of angered shouts and expletives. Under most circumstances, this would likely provoke a fight-or-flight response by anyone exposed to this stimulus. Unfortunately, not everyone will have the same response; therefore it is up to the reader to consider his or her own responses, as appropriate.

The second undesirable trait is the fact that, over the course of the past two years according to sources, Mr. Bichon has been attracted to several women. Of these women, a good number of them have been under the age of eighteen, even as young as sixteen. He has displayed obsessive traits over these girls, according to one such girl he was preoccupied with for a number of years. When asked about it and informed of Mr. Bichon's departure to Iowa, the young lady said, "So he's finally gotten over that weird obsession he had with me? [Laughs]" This sort of behavior is tantamount to pedophilia and would be considered illegal if certain individuals, such as the parents or police, were notified of any sexual conduct to have taken place between Mr. Bichon and any of these girls.

The third, fourth, and fifth undesirable traits all fall under one category: chuunibyou. Chuunibyou is a Japanese slang term that roughly translates to "Middle School 2nd Year Syndrome". Chuunibyou is a fairly common stage in growth; for most people, it happens (as the name would imply) around the second year of middle school, or eighth grade. While this is a phase most people outgrow, there are some adults that have this symptom, and Mr. Bichon is most certainly one of them.

Chuunibyou can be divided into three categories: DQN, Subculture, and "Evil Eye". DQN-type chuunibyou pretend to be antisocial even though they might not actually be antisocial; subculture-type chuunibyou prefer minor trends that might appear to have some measure of "cool" appeal. The final type of chuunibyou, the "Evil Eye" type, both admires and desires mystical powers from fiction and pretends to have one or some of their own. This might even bring about establishing an alias for these powers alone, such as "Dark Flame Master".

With this knowledge in hand, one can observe Mr. Bichon's actions and personality "quirks" to see the underlying pattern. He clearly pretends to be antisocial at least to some degree, which is often supported by his "Evil Eye" symptoms, which will be addressed. He claims to speak German, Persian,

Romanian, Russian, and a falsified language referred to as “Tajan”; moreover, he claims that he cannot eat vegetables as they cannot be processed by his digestive system. He even goes as far as to claim that he once worked as a stripper, which is a claim that was shot down behind his back by an ex-girlfriend — these are clear signs of the subculture type of chuunibyou. This all culminates in the final, and most apparent, portion of Mr. Bichon’s chuunibyou: the “Evil Eye” type. Mr. Bichon claims to be a sorcerer, citing that he can shoot fire from his hands; he claims that he is the “great-great-great-[...] grandson” of Vlad the Impaler, that he is the “Dragon King incarnate”; he even claims that he is allergic to the sun, not unlike a vampire, which helps him maintain the illusion that he is antisocial. He also maintains that the amulet he constantly wears has some sort of religious significance, often tied to his “grandfather” Vlad and his “Tajan” culture. Also, many times he has claimed to be a “daughter of Isis” in reference to the Egyptian goddess of lust.

Moving past his chuunibyou, Mr. Bichon also has a tendency to start speaking like a woman, or what he thinks a woman sounds like, once certain conditions are met. These conditions vary from the time of day, the amount of alcohol he has consumed, and his general mood overall. He takes this a step further and will often take requests made by an individual and turn their tone into something far more perverted and lewd, often against the wishes of the person Mr. Bichon is communicating with. He has used responses such as “Yes, Master” in what he considers to be a seductive tone and has lowered himself to his hands and knees in what he surely considers to be a provocative pose, but most others consider to be simply creepy. He has been told by numerous individuals that he needs to stop these actions, and he has verbally agreed to stop, but he continued to do these things despite his acknowledgement. According to one individual, Mr. Bichon sounded as if he was actively flirting and/or hitting on another man despite the man having a girlfriend and a newborn child.

Now, under other circumstances, the last quirk would not be as bad if Mr. Bichon had claimed to be a transgendered individual; it also would not have been as bad if he was less up-front with his actions. However, due to the fact that he continued to act in this way despite polite yet stern requests to stop, he has alienated the individuals he surrounded himself with. Coupled with his other traits, one can only wonder how these people managed to endure as long as they have; some have known him for years, whereas others have known him for maybe six months. Each and every one of them silently agrees that, with Mr. Bichon's presence absent, they can see how poisonous he was to have around. Mr. Bichon drained the fun out of many activities and often would make others around him uncomfortable for one reason or another. These people all agree that it is better that he is gone, and they no longer wish to speak to him if they can help it.