

# *Fudge Call of Cthulhu Character Sheet*

**Character Name:** Lady Georgina Wyndham

**Character Description and Background:** Georgina—or Georgie, as most of her friends call her—is the oldest child of the Duke of Avon at an age of 32, but due to her being a woman, she cannot ever hope to inherit the title. Feh. She’s learned to live with it, and doesn’t take it out on her younger brothers, but she still doesn’t like it. What she does instead is—writing. Under the pseudonym of George Winter, she’s written several historical novels, most of them very well received by reviewers.

Recently she’s begun to venture into more contemporary stuff and keeps bugging her youngest brother to take her along on some of his adventures—and she won’t take no for an answer. Not to mention that she thinks that there are some matchmaking opportunities; he and that French vicomtesse would make a charming couple. She’s fairly happy about being unmarried herself, as it gives her a lot more freedom than she’d normally have (at least now that society officially considers her an old maid). For example, she can now have long talks with the good doctor without anybody suspecting a romantic involvement.

<p><b><i>FUDGE Trait Values</i></b></p> <table style="width: 100%; border-collapse: collapse;"> <tr><td style="border-top: 1px solid black; border-bottom: 1px solid black;">Legendary</td><td style="border-top: 1px solid black; border-bottom: 1px solid black;">+4</td></tr> <tr><td style="border-bottom: 1px solid black;">Superb</td><td style="border-bottom: 1px solid black;">+3</td></tr> <tr><td style="border-bottom: 1px solid black;">Great</td><td style="border-bottom: 1px solid black;">+2</td></tr> <tr><td style="border-bottom: 1px solid black;">Good</td><td style="border-bottom: 1px solid black;">+1</td></tr> <tr><td style="border-bottom: 1px solid black;">Fair</td><td style="border-bottom: 1px solid black;">0</td></tr> <tr><td style="border-bottom: 1px solid black;">Mediocre</td><td style="border-bottom: 1px solid black;">-1</td></tr> <tr><td style="border-bottom: 1px solid black;">Poor</td><td style="border-bottom: 1px solid black;">-2</td></tr> <tr><td style="border-bottom: 3px double black;">Terrible</td><td style="border-bottom: 3px double black;">-3</td></tr> </table> <p>Most skills default to Poor (-2). Attributes default to Fair (0).</p>	Legendary	+4	Superb	+3	Great	+2	Good	+1	Fair	0	Mediocre	-1	Poor	-2	Terrible	-3	<p style="text-align: center;"><b><i>Wounds</i></b></p> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 15%;"><b>Damage</b></td> <td style="width: 15%;">1–2</td> <td style="width: 15%;">3–4</td> <td style="width: 15%;">5–6</td> <td style="width: 15%;">7–8</td> <td style="width: 15%;">9+</td> </tr> <tr> <td></td> <td style="text-align: center;">☐☐☐</td> <td style="text-align: center;">☐</td> <td style="text-align: center;">☐</td> <td style="text-align: center;">☐</td> <td style="text-align: center;">☐</td> </tr> <tr> <td><b>Effect</b></td> <td style="text-align: center;">Scratch</td> <td style="text-align: center;">Hurt (-1)</td> <td style="text-align: center;">V. Hurt (-2)</td> <td style="text-align: center;">Incap.</td> <td style="text-align: center;">Near Death</td> </tr> </table>		<b>Damage</b>	1–2	3–4	5–6	7–8	9+		☐☐☐	☐	☐	☐	☐	<b>Effect</b>	Scratch	Hurt (-1)	V. Hurt (-2)	Incap.	Near Death		
Legendary	+4																																					
Superb	+3																																					
Great	+2																																					
Good	+1																																					
Fair	0																																					
Mediocre	-1																																					
Poor	-2																																					
Terrible	-3																																					
<b>Damage</b>	1–2	3–4	5–6	7–8	9+																																	
	☐☐☐	☐	☐	☐	☐																																	
<b>Effect</b>	Scratch	Hurt (-1)	V. Hurt (-2)	Incap.	Near Death																																	
	<p style="text-align: center;"><b><i>Sanity</i></b></p> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 15%;"><b>Damage</b></td> <td style="width: 15%;">1</td> <td style="width: 15%;">2–3</td> <td style="width: 15%;">4–5</td> <td style="width: 15%;">6–7</td> <td style="width: 15%;">8+</td> </tr> <tr> <td></td> <td style="text-align: center;">☐☐☐</td> <td style="text-align: center;">☐</td> <td style="text-align: center;">☐</td> <td style="text-align: center;">☐</td> <td style="text-align: center;">☐</td> </tr> <tr> <td><b>Effect</b></td> <td style="text-align: center;">Shaken</td> <td style="text-align: center;">Scared (-1)</td> <td style="text-align: center;">Panic (-2)</td> <td style="text-align: center;">T. Insane</td> <td style="text-align: center;">Insane</td> </tr> </table>		<b>Damage</b>	1	2–3	4–5	6–7	8+		☐☐☐	☐	☐	☐	☐	<b>Effect</b>	Shaken	Scared (-1)	Panic (-2)	T. Insane	Insane																		
<b>Damage</b>	1	2–3	4–5	6–7	8+																																	
	☐☐☐	☐	☐	☐	☐																																	
<b>Effect</b>	Shaken	Scared (-1)	Panic (-2)	T. Insane	Insane																																	
<p><b><i>Attributes</i></b></p> <table style="width: 100%; border-collapse: collapse;"> <tr><td>Reason</td><td>Fair</td></tr> <tr><td>Will</td><td>Great</td></tr> <tr><td>Perception</td><td>Good</td></tr> <tr><td>Strength</td><td>Fair</td></tr> <tr><td>Dexterity</td><td>Fair</td></tr> <tr><td>Constitution</td><td>Good</td></tr> <tr><td>Power</td><td>Fair</td></tr> <tr><td>Magic Pts</td><td>10</td></tr> </table>	Reason	Fair	Will	Great	Perception	Good	Strength	Fair	Dexterity	Fair	Constitution	Good	Power	Fair	Magic Pts	10	<p><b><i>Gifts</i></b></p> <ul style="list-style-type: none"> <li>Nearly Photographic Memory</li> <li>Attractive</li> <li>Empathy</li> <li>Wealthy</li> <li>Status: Noble</li> </ul>	<p><b><i>Skills</i></b></p> <table style="width: 100%; border-collapse: collapse;"> <tr><td>Artist</td><td>Great</td></tr> <tr><td>Writing</td><td>Superb</td></tr> <tr><td>History</td><td>Good</td></tr> <tr><td>Riding</td><td>Good</td></tr> <tr><td>Dancing</td><td>Good</td></tr> <tr><td>Firearms</td><td>Mediocre</td></tr> <tr><td>Savoir Faire</td><td>Great</td></tr> <tr><td>Sense Lies</td><td>Good</td></tr> <tr><td>Persuasion</td><td>Great</td></tr> <tr><td>Area Knowl- edge, London</td><td>Good</td></tr> </table>	Artist	Great	Writing	Superb	History	Good	Riding	Good	Dancing	Good	Firearms	Mediocre	Savoir Faire	Great	Sense Lies	Good	Persuasion	Great	Area Knowl- edge, London	Good
Reason	Fair																																					
Will	Great																																					
Perception	Good																																					
Strength	Fair																																					
Dexterity	Fair																																					
Constitution	Good																																					
Power	Fair																																					
Magic Pts	10																																					
Artist	Great																																					
Writing	Superb																																					
History	Good																																					
Riding	Good																																					
Dancing	Good																																					
Firearms	Mediocre																																					
Savoir Faire	Great																																					
Sense Lies	Good																																					
Persuasion	Great																																					
Area Knowl- edge, London	Good																																					
<p><b><i>Noteworthy Possessions</i></b></p> <ul style="list-style-type: none"> <li>Derringer (+1 Damage)</li> <li>Sketch Pad</li> </ul>	<p><b><i>Faults</i></b></p> <ul style="list-style-type: none"> <li>Speaks her Mind</li> <li>Spends Money Easily</li> <li>Social Stigma: Woman in a Male-Dominated World</li> </ul>																																					