

Fudge Call of Cthulhu Character Sheet

Character Name: Giles Weatherby

Character Description and Background: Giles Weatherby, age 45, is a man who has seen a lot of things—and some of those were things Man Was Not Meant To Know. Which hasn't stopped him. Quite to the contrary, he is pursuing knowledge of the Mythos more than ever before. And the Lord only knows where this is going to lead.

Luckily, he's now getting support from both Lord Philip and his friend, who is a police inspector. And no matter how much the doctor cautions, somebody needs to learn more about these *Things*, and put an end to it. He realizes that it's dangerous, and wishes that he could keep the ladies out of it, but neither of them is taking "no" for an answer.

<p><i>FUDGE Trait Values</i></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: 1px solid black; border-top: 3px double black;">Terrible</td><td style="border-bottom: 1px solid black; border-top: 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;"><i>Wounds</i></p> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 15%;">Damage</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>Effect</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>		Damage	1–2	3–4	5–6	7–8	9+		☐☐☐	☐	☐	☐	☐	Effect	Scratch	Hurt (-1)	V. Hurt (-2)	Incap.	Near Death
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<p><i>Noteworthy Possessions</i></p> <ul style="list-style-type: none"> Revolver (+2 Damage) Shotgun (+3 Damage) Antiquity Store 	<p><i>Faults</i></p> <ul style="list-style-type: none"> Sensitive to Loud Noises Afraid to be Alone in Dark Places Slightly Paranoid Nearsighted (Wears Glasses) Obsession: Cthulhu Mythos and the Occult 																																			