

Sherriff Monty (Elizabeth Kathryn Montague).

(Chest Deep: 8 Refresh, 30 Skill Points, Skill Cap at Superb)

Template: Sorceror (-6 Refresh)

Aspects:

- High Concept: Sorcerous Sherriff of Yellowknife
- Trouble: Keeping Me and Mine Off Warden Radar
- My Family Don't Get It
- Subtle, and Quick To... Actually No, Just Subtle.
- New Roots, But Strong Ones
- Convinced of Groeble Sincerity
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Skills:

Superb (+5):

Great (+4): Deceit, Investigation, Lore

Good (+3): Alertness, Conviction, Discipline,

Fair (+2): Guns, Rapport, Survival

Average (+1): Athletics, Empathy, Endurance

Stunts:

Supernatural:

(-1) The Sight

Stress Tracks

Health: () () ()

Mental: () () ()

Social: () ()

Consequences:

Mild (-2) :

Moderate (-4):

Severe (-6):

Extreme:

Refresh:

Starting Refresh: 8.

Template: -6

Supernatural Powers: -1

Stunts: -0.

Adjusted Refresh: 1

Magic:

Evocation:

- Air
- Spirit (Specialisation: +1 to Control)
- Water*

*Shield Item: Sherriff's Badge. (+1 to Defence, +1 to Control. 2 Item Slots.)

Thaumaturgy:

- Conjunction
- Crafting
- Divination (Specialisation: +1 to Control)
- Summoning/Binding
- Veils
- Wards*

*Ward Item: Carved Antler. (+1 to Control. 1 Item Slot)

Rote Spells:

- Invisibility (+4 Great – Spirit)
- Protection from Elements (+3 Good – Air)
- Shield (+4 Great – Water)
- Sleep (+4 Great – Spirit)

Enchanted Items:

(Two slots left over)

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Phases:

- Phase 1: Child of a wealthy, moneyed and mundane family. Uncovered magical ability young with no training or context, and ran into Scary-Mode Wardens. This filtered her whole impression of the White Council
 - o Aspect: My Family Don't Get It.
- Phase 2: Having been given the impression that magical experimentation is UNSAFE, Monty retreats into Research and Book learning, maybe finding a Teacher. A magical problem surfaced, and Monty was able to deal with it without being noticed.
 - o Aspect: Subtle, and Quick To... Actually No, Just Subtle.
- Phase 3: "In From the Cold." As part of her ongoing retreat from familial shenanigans, Monty finds herself in the isolation of Yellowknife, where she becomes unwillingly involved in Local Issues. Her talents for people and magic prove useful, and she surprises herself in making connections. Then she gets voted in as Sherriff and informed by various mystical local forces that they'd like her to take it.
 - o Aspect: New Roots, But Strong Ones.
- Phase 4: Assists Bob in rescuing kids led away 'accidentally/obliviously' by the Fae into the wilderness, and encounters the Groebels at the worst... and their best.
 - o Aspect: Convinced of Groebel Sincerity.
- Phase 5: Currently Blank.
 - o Aspect: Currently Blank.