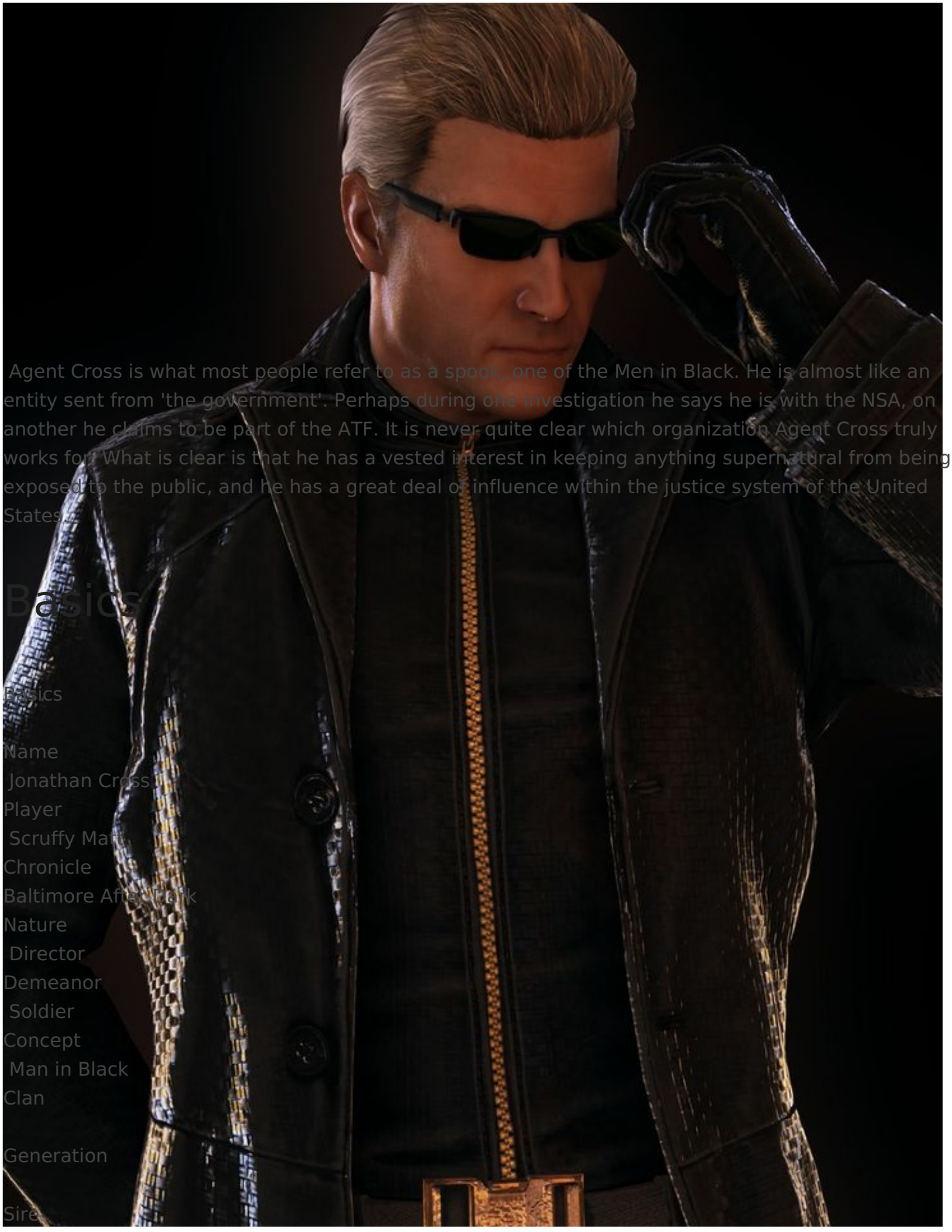
[NPC] Special Agent Jonathan Cross

Overview

Overview



Agent Cross is what most people refer to as a spook, one of the Men in Black. He is almost like an entity sent from 'the government'. Perhaps during one investigation he says he is with the NSA, on another he claims to be part of the ATF. It is never quite clear which organization Agent Cross truly works for. What is clear is that he has a vested interest in keeping anything supernatural from being exposed to the public, and he has a great deal of influence within the justice system of the United States.

Basics

Basics

Name
Jonathan Cross
Player
Scruffy Man
Chronicle
Baltimore After Dark
Nature
Director
Demeanor
Soldier
Concept
Man in Black
Clan

Generation

Sire

Attributes

Attributes

Physical
p
Strength

11000
Dexterity

11100
Stamina

11000
Social
s
Charisma

11000
Manipulation

11100
Appearance

11000
Mental
t
Perception

11100
Intelligence

11110
Wits

11100

Abilities

Abilities

Talents
p
Alertness

11000
Athletics

11000
Awareness

11000
Brawl

11000
Empathy

11100
Expression

00000
Intimidation
Threats
11000
Leadership

00000
Streetwise

00000
Subterfuge
Misleading, Impeccable Lies
11100

00000
Skills

s
Animal Ken

00000
Crafts

00000
Drive

10000
Etiquette

00000
Firearms

11100
Larceny

11000
Melee

11000
Performance

00000
Stealth

11000
Survival

00000

00000
Knowledge
t
Academics

00000
Computers

10000

Finance

00000
Investigation
Forensics, Databases
11110
Law

11100
Medicine

00000
Occult

11000
Politics

00000
Science

10000
Technology

10000

00000

Advantages

Advantages

Disciplines

00000

00000

00000

00000

00000

00000
Backgrounds

Alternate Identity DHS
11000

Alternate Identity ATF
11000

Alternate Identity CIA
11000

Alternate Identity NSA
11000

Resources
11000

Arsenal
11000
Virtues
Conscience/Conviction

11000
Self-Control/Instinct

11100
Courage

11111

Humanity/Path
11111 00000

Path
Humanity
Bearing

Willpower
11111 11100
00000 00000
Blood Pool
00000 00000
00000 00000
Blood/Turn

Merits & Flaws

Merits & Flaws

Merit
Type
Cost
Iron Will

3pts
Eidetic Memory

2pts

Flaw
Type

Bonus
Addiction Nicotine

3pts

Rituals & Paths

Rituals & Paths

Ritual
Level

Path

00000

00000

00000

00000

00000

00000

00000

00000

Experience & Derangements

Experience

Total
9
Spent

Notes
Freebie points:
2 Eidetic Memory
5 for Intelligence 4
5 for Manipulation 3
6 for Subterfuge 3
2 for Subterfuge Specializations
1 for Resources 2
(21)

Experience:

6 for Subterfuge and Intimidation
28 for various Abilities
5 for Specializations
8 for Backgrounds
18 for Willpower 8
10 for Empathy 3
(75)

Derangements

Expanded Backgrounds

Expanded Backgrounds

Allies

Contacts

Fame

Herd

Influence

Mentor

Resources

Retainers

Status

Other

Rights & Possessions

Rights & Possessions

Gear (Carried)
9MM Handgun, kevlar vest
Feeding Grounds

Havens

Equipment (Owned)
Top of the line laptop
Vehicles
Dodge Charger
Other

Blood Bonds/Vinculi

Blood Bonds/Vinculi

Bound To
Rating

Bound To
Rating

Description

Description

Age
 43
Apparent Age
 43
D.O.B.
 March 30, 1981
R.I.P.

Hair
 Blonde
Eyes
 Green
Race
 Caucasian
Nationality
 American
Height
 6'3"
Build
 Fit
Gender
 Male
Face Claim
 Albert Wesker

History

History

Revision #8
Created 18 May 2024 00:01:33 by Scruffy Matt
Updated 19 May 2025 21:43:59 by DrusillaDragonrose