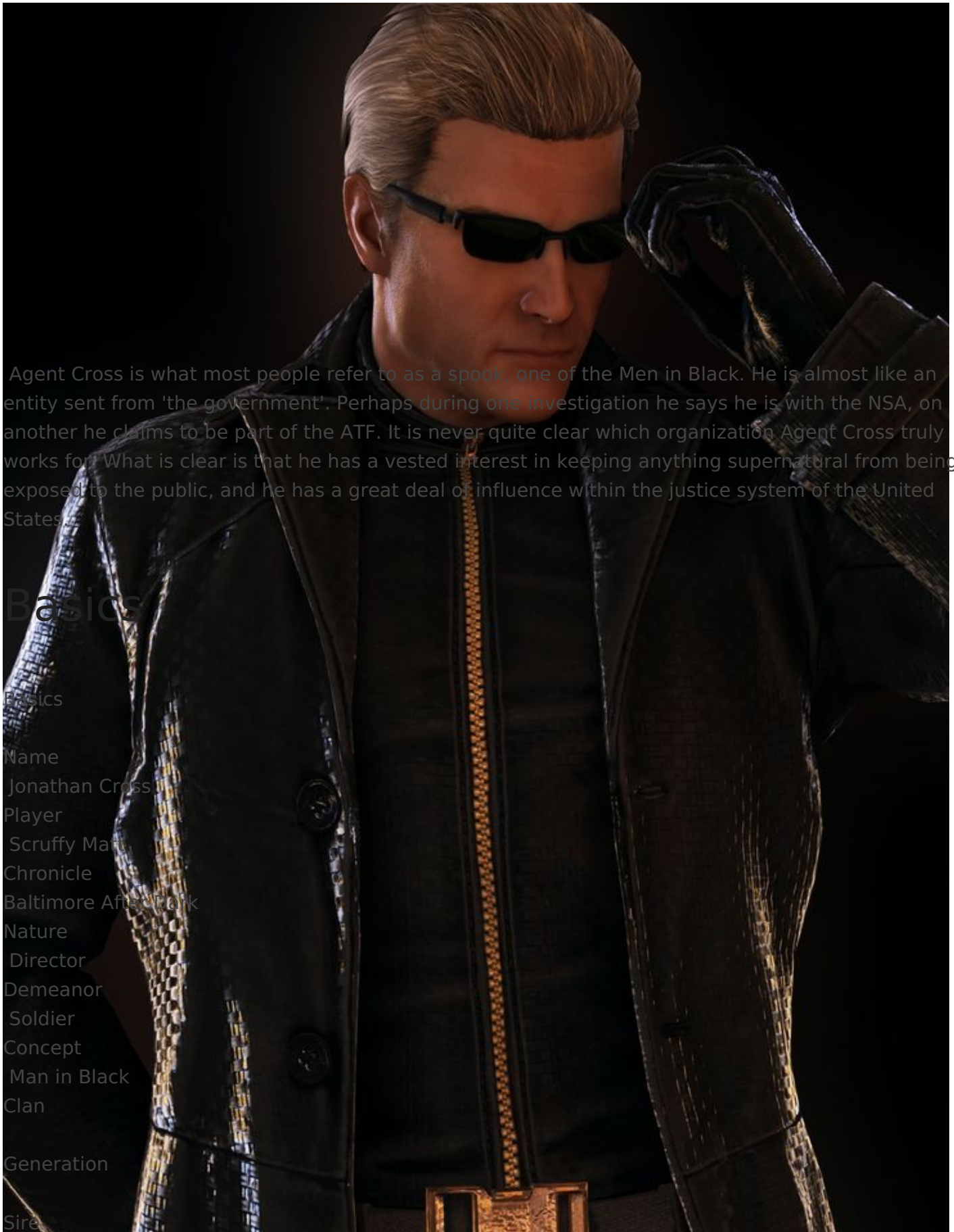


# [NPC] Special Agent Jonathan Cross

## 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

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Revision #8

Created 18 May 2024 00:01:33 by Scruffy Matt

Updated 19 May 2025 21:43:59 by DrusillaDragonrose