

Madison: Black Crusade

House Rules

Revision Date: May 13th 2017

*All House Rules are subject to Storyteller discretion and are subject to change without notice. Please remember once you have signed into Madison you are under the control of our Storyteller (ST) staff until the end of that game. Unique situations can and will apply should this control need to extend longer.

**At check in a feeding challenge may be required, subject to ST discretion. Retests for this challenge are the Hunting Ability. Please let the ST staff know if your character has any special feeding requirements or peculiarities (Ex. – Conspicuous Consumption, Allergies, Feeding Grounds, you are a Ventrue, etc.), anything beyond or instead of Ability: Hunting will require a scene.*

Appearance:

non-Sabbat: If your Humanity rating is 2 or Lower, or on a Path of Enlightenment. You must wear a tag that reads “Inhumane”

Sabbat: If you are humanity 4 or higher, you must wear a tag that reads “Humane”.

Rule of Three:

Any game mechanic with a variable effect based on trait expenditures is limited to an expenditure of three, subject to ST discretion, unless otherwise specified in a Mind’s Eye Theater book.

Carrier Attacks:

Carrier attacks are limited to one per round, and require expenditure of any traits before the attack is made, unless specified.

Trait Stacking:

Attribute Traits and Ability Traits do not stack in Madison Black Crusade.

Only 1 bonus to Attribute Trait from each of the following categories can be stacked in a given challenge:

- Merit
- Ritual Effect
- Ability Specialization
- Magic Item

Combat:

*Starting an attack with a person whom is not surprised, that person will get one action to return attack or effect, before the Combat Scene begins. (Only against a foe who hasn’t have Surprise on them, unless they are using an area effect. Range attacks may only be returned with a ranged attack or ability, or similar area effect.)

*Resolution of Surprise/Initial attack *(If combat continues)

START OF TURN

1. Blood and Willpower Expenditures
 - a. Powers activate as per power or at everyman/resolution.
2. Willpower Challenges (Combos/Fetish Activations etc.

- a. One fetish may be activated per turn, max 3.
3. Alacrity- If available (One step, draw a weapon.)
4. Mental Actions (Primarily Mental vs Mental/Social) (Dual Thought applied here after)
5. Social Soliloquy (*3 count by st for verbal components etc.)
6. Social Action (Primarily Social vs Social/Mental)
7. Mental vs Physical (Dual Thought only if able to make proper expenditures, STAMINA TRAIT ONLY UNLESS POWER ALLOWS DODGING, NO CELERTY.)
8. Movement (1 Step no penalty, 2 steps -1 penalty, 3 steps -2 penalty.)
9. Physical vs Physical (Arms go during this phase)
 - a. Carrier Attacks (Limit one per turn ex. Quell, Wither, Rituals requiring touch and additional challenge.)
10. End of Everyman/ Resolution (All effects/damage/ and Vanish challenges are made here.
11. Extra Actions (Fastest to Slowest) (Dual thought here is too late)
 - a. Temporis 3/Quickness
 - b. Temporis 2/ Legerity
 - c. Temporis 1/Swiftness
 - d. Ambidextrous/Offhand
 - e. Black Metamorphosis

*Mob Combat: Target may be attacked by no more than 5 attackers (Not counting Mental vs Mental/Social vs Social. 5 attackers will be counted from melee attackers then ranged, Arms of the Abyss count as Melee attackers.

*Rules calls during combat stand, HST must be present for PC Death.

*Talking in combat is prohibited unless during Social Soliloquy, or ST Adjudicating.

Character Creation

Base Creation:

All characters Receive 5 "Free Points" as per LotN: R; 5 Neg. traits and 7 flaws may be taken. Merits after 7 cost double build/experience points. (Total of 17 "Free Traits: 5 Free + 5 Neg. + 7 Flaw as per LOTN: R)

Sabbat Characters receive Four Basic Dots of Discipline, but do not receive any dots in Backgrounds or Influences.

A Maximum of 60 XP may be awarded for the creation of a new character.

- Characters will start with 30 additional experience points.
- Another 30 experience will be granted once a background has been submitted (if those points are awarded before submitted background by staff, a background must be submitted by three game sessions, or the 30 experience will be removed by staff.)

Morality Paths:

Expect to start on Humanity, even Sabbat characters. Speak to an ST if you feel your concept requires some other Path. Humanity is a broad path and can be easily applied to most character concepts.

Backgrounds:

All Backgrounds for starting characters, with the exception of Generation (see below), are capped at 3 unless you receive ST approval. In some cases, multiples of the same Background may be purchased. (Ex. – A level 3 Retainer and a level 1 Retainer)

Generation:

Max starting lowest generation is 10th, unless you have an NPC/PC sire.

Haven:

Haven is broken down into two categories; Personal & Pack. Pack Haven levels do not cost XP, these levels are arbitrarily assigned by the staff and will fluctuate based on the initial and continued effort put into the Pack Haven by your character(s). Levels are either assigned by your write up, or earned in play by working to create or upgrade your haven. Either type of Haven's level may not exceed your Level in Resources. They don't build themselves, and the better they are the more they cost to maintain. Keep in mind; amazing Havens are not only hard to make, but they are hard to keep. Prime territory is hard to come by after all.

Your character may have 2 different havens:

Personal Haven: 1-5 point scale (as per Haven background)

Pack Haven: 1-20 point scale.

There are also Specific Havens (Clan/Faction/etc.) which are only available to certain types of characters that share very similar rules, but apply unique benefits as needed for each type.

Personal Haven: Only serves a purpose for your character. Even if other characters are in your haven it offers them no special protection or advantage. You may choose any one of the "Haven Qualities" to focus on, or be a generic blend of them.

Pack Havens: As these are meant establish safety and sanctuary for multiple characters; they are not "easily" created, nor are they "easily" maintained. Even your basic Pack haven, is an undertaking. There is a reason Abbots receive Status, and a flaw for their position. Upgrading your haven is only as difficult as the number of characters it is meant to serve weighed against the amount of time, resources, and dedication of your Pack's Abbot. Pack Havens only serve a purpose for the pack that support it. Even if other characters (non-pack) are in said haven; it offers them no special protection or advantage. Should a Pack Abbot die, or leave the pack it will affect the Pack Haven, but its severity will be on a case by case basis.

Haven Qualities are: Size, Rack, Security, & Amenities

- No Quality may ever exceed 5 levels
- Your total Level of Haven cannot exceed levels of Resources (Or Total pooled resources)
- All Pack Havens must have a minimum of 1 level in each quality.
- Pack Abbots upon establishing a Pack Haven receive a level in one Quality.
- Pack Points will be rewarded for contributing: Resources, Influence, Abilities, and/or Magic

Size: The more levels the larger it is. The larger it is the more pack mates it can offer safety

from the sun.

Rack: For each level of Rack the Pack may draw 2 blood traits as per the Herd Background. This will include the blood required to awaken each night. This blood may not be stored unless approved by storytellers (IE via Magic, technology, etc.)

Security: Security represents how much protection it offers you from the rest of the world of Darkness and other characters (PCs and NPCs alike). Each level of Security adds a +2 trait bonus (base 10) for tests of breaking into the Haven. Security may not exceed Abbots Security ability.

Amenities: Are just that, and can vary wildly. From having bad ass internet; to extra blood supply. These are small bonuses that benefit you (or your pack) in some way. Each level represents a different amenity. These are based on member's abilities (i.e. Computers, Laboratories, blood storage, money laundering, "Fronts", etc.)

Traps:

Utilize the Ability Survival or Crafts: Trap Making

Your ability will set the difficulty for the following: Discovery, Disarm, and Being Triggered

When created you will determine what the goal of that trap is, if triggered: Injure, maim, kill, or to be an alarm.

When creating, you may expend a Survival or Crafts: Trap Making ability to do any of the following:

- Retest against detection (limit 1),
- Retest to cause damage (once triggered) (limit 1),
- Bonus trait (which applies to detection, being triggered, and being disarmed)
- Traps are discovered with (Mental challenge, retest Security) Vs (Mental Traits + Trap Bonus Traits, retest(s) if/when available)
- Traps are Disarmed with (-After Discovered - Mental Challenge, Retest Survival) Vs (Mental Traits + Trap Bonus Traits, Retest(s) if/when available)
- Traps meant to injure, maim, or kill (-Once triggered- Physical Challenge, Retest Dodge/Survival) Vs (Mental Traits + Trap Bonus Traits, Retest Surprise, other Retest(s) if/when available)
- Traps may then be augmented by supernatural means if you have something at your disposal. Common sense applies heavily here, as does limitations of powers (Aka traps that are touched by sunlight, as that cancels most powers/rituals etc.)
- Supernatural effects will take effect after the trap has been triggered, not before.
- A trap will take as many weeks to create as they have bonus traits. (you are not required to use all of your ability on any single trap (thus allowing you to create smaller, less efficient traps more quickly)

- Trap Limits will be "common logical sense" based on haven size and location.

Influence:

Influence represents the World in which your character exists. The dots on paper merely represent your characters ability to interact and manipulate that world. Influences will be by and largely governed by Dark Epics.

- All influence after 1 cost no experience points to earn or lose.
- Individuals that hold influence that are recorded on their notes, may only lose those Influence, from plot/ or player use/misuse. (These can be earned back without XP, but are subject to the same rules under Dark epics, gain and loss.)

(Once a character is Inactive, influence cannot be used, but can be lost. This will effect only free influence.)

Resources:

You need a card or dated "bank" card every game, we will not keep track for you.

NPC Ghoul Retainers:

Attributes: 6/4/3

Abilities: 5

Backgrounds: 0

Virtues: 7

Disciplines: 1 (Celerity/Fortitude/**Potence**)

Willpower: 2 (Max 10)

Freebie Points: 5 (may add negative traits and flaws)

NPC Wraith Retainers:

Attributes: 6/4/3

Abilities: 5

Passions/Fetters: 4

Arcanoi: 1 (see OWBN Wraith Arcanoi Packet, may require ST Approval)

Willpower: 2 (Max 10)

Pathos: 5

Freebie Points: 5 (may add negative traits and flaws)

NPC Spirit Retainers:

See Storyteller, a card with traits/powers will be provided when applicable. Cannot purchase as a Background.

Retainers gain experience based on your active game play, gaining 3 XP per month that your PC is active, and can also be "gifted" from your personal XP. For each level of Retainers you purchase, you may have 1 Ghoul retainer. Alternatively, you may allocate some of the points of the Background to improve 1 of the retainers, with 1 level of Retainer gaining 5 additional freebie points for that retainer. However, you do not gain a Ghoul retainer for that level of the Retainer Background. (Ex. – If you have Retainers 2, you may have either 2 Ghoul retainers using the standard NPC Ghoul creation rules or 1 Ghoul retainer with 5 additional freebie points. You may only gain these additional freebie points at character creation. You cannot use later

purchases of the Retainer Background to improve existing retainers in this way.

PC Ghoul Character Creation:

Standard Ghoul:

Attributes: 7/5/3

Abilities: 5

Backgrounds: 5

Virtues: 7

Disciplines: 1 (Celerity/Fortitude/**Potence**)

Willpower: 2 (Max 6)

Blood: at least 1 with a max of 9, determined by how many the domitor gifts

Freebie Points: 7

Standard Ghouls can only learn Celerity, Fortitude, and Potence without the 3-point Merit *Learn Other Disciplines* and can only learn up to 1 level lower than their domitor.

Revenants:

Revenants use the same point system as above, with the following exceptions:

Backgrounds: 0

Virtues: 5

Disciplines: 2, Revenants may also learn their family's disciplines up to the Advanced level without the 3-point Merit *Learn Other Disciplines*.

Blood: 10

Merits and Flaws:

See an ST for restricted Merits and Flaws, no more than seven points may be gained through Flaws, though you are encouraged to take more for role-playing effect. All Merits and Flaws with a physically obvious component need to be clearly displayed, either in costuming or on an obvious tag.

Information Network (Nosferatu only Background):

An ST may use this to provide you with specific information. Or you may attempt to discover specific information throughout the course of a game, or downtime. You gain one use per level of the background, per game & per downtime (to be used in that respected time frame). The more difficult your question, the more uses it may require.

Spirit / Wraith: Reputation & Notoriety:

- Reputation: They love you; they really, really love you. You gain bonus social traits when interacting with them.
- Notoriety: They hate you; they really, really hate you. They gain bonus social traits when interacting with you.

Abilities

Ability Specializations:

In order for an Ability specialization, you must have the *Ability at 3* or higher.

Ability specializations may be purchased for Disciplines, but only for specific powers of Disciplines. (Ex. – You may specialize in Summon for Leadership, but not in Presence.) You cannot specialize an ability in a Discipline Power that you do not possess.

Awareness

If you are the target of a failed Discipline or Supernatural power, you may initiate a Static challenge, resting with the Occult ability, against the person who initiated the failed power (difficulty at ST's discretion, but defaulting to the Mental traits of the power's initiator) to determine if your character realizes that someone tried to use a power against them. If successful, your character will be aware that someone tried to do something to them, but not who or what.

Blind Fighting

This Ability may be used to cancel the free retest granted by darkness, including Obtenebration: Shroud of Night.

Crafts- These are the rules for crafting weapons and Armor.

- Crafts 1- +2 neg. trait
- Crafts 2- +1 neg. trait
- Crafts 3- As per dark epics
- Crafts 4- -1 neg.
- Crafts 5- +1 to bonus traits (+1 Armor level)

Specializations include depending on weapon type +1 Damage, or +1 bonus trait (Max +2 bonus traits without magical alterations, but max +3 because of Rule of Three, even with magical alteration.)

Specializations include depending on Armor type -1 Neg., or +1 Armor Level (Max +2 Armor Levels without magical alterations)

This is the maxed crafted changes you can apply to a Weapon or Armor, magical alterations will be handled on a case by case bases.

Drive

Not having this Ability means that you may only perform simple maneuvers with a vehicle, such as driving at a moderate speed (no more than 5-10 mph over the speed limit) and parking.

Lore

Lore may be learned up to the teacher's level. Additionally, if you learn enough about something in character, you may ask an ST if you may purchase 1 or more levels of the appropriate Lore.

Rituals

Purchase of the Rituals Ability affords you having "Learned" Ritae in the process. These Ritae represent what you learned in your learning. These Auctocritas & Ignoblis Ritae are learned at no XP cost. (Clan and Custom Ritae cost exp. Faction Ritae cost any listed costs, if no cost

listed can be taken with “known” slots.) (For more complete list of Sabbat Ritae look in http://sabbat.owbn.net/wiki/index.php?title=Sabbat_Genre_Guide)

Rituals Ability Level	Number of Auctocritas Ritae	Number of Ignoblis Ritae
1	3	5
2	4	10
3	6	15
4	8	20
5	13	30

Disciplines

Animalism:

Beckoning – May be used to get 1 Blood trait per Social trait spent during play.

Quell the Beast – If performed on a Garou, they cannot spend Rage instead of Willpower. All other effects apply normally. The effects of this power last for 1 hour or until the end of the scene, whichever comes first.

Subsume the Spirit – If you have spent 3 traits to use Disciplines while subsuming the animal, you may use Obfuscate as well.

Auspex:

Aura Perception –

- When using Aura Perception, you must declare your question, before the challenge is thrown. This challenge is static vs the targets current Mental Traits. Failure on this test simply means you cannot perceive the aura at all.
- *Creature Type*: You must have an appropriate Lore to determine creature type other than Kindred or Mortal, or have seen a similar aura on a prior occasion **and** possess the Merit: *Eidetic Memory*.
- *Possession*: Must be specifically looked for. If looking *specifically* for Possession, Aura Perception reveals dual souls in the aura of the target. *This mostly applies to Wraithlike (or other spiritual) Possession, or weird NPC stuff. Possession from Spirits is not detectable in this manner. Otherwise, the power must specifically say this is possible (Animalism & Dominate (As a whole) do not allow this)*
- *Lesser Templates*: Which Include: Ghouls, Kinfolk, Kinnane, And Numinous Mortals. They do not have a special “Creature Type” aura signifier, and appear human.
- *Lie Detection*: Aura perception is useless to accomplish this feat.
- *Magical Sparkles*: May only be viewed in the same round in which magic was used, without a question. To discover their presence in other times/situations, you must specifically search for them. Assamite Sorcerer’s Sparkles, must be specifically searched for.
- *Diablerie*: May be viewed in the same night it was done, without a question. May still specifically search within the time allowed per rules for Diablerie.
- *The Disembodied*: Includes Ghosts and other persons/things on the Astral Plane. You

must expend one trait, and risk a second trait to engage in the static challenge to see these creatures. Failure simply means you fail at piercing the Veil of that dimension. Static Difficulty is versus the rating of the barrier which separates your world, with the one you are attempting to observe. Otherwise, use as printed.

Telepathy: You must have line of sight to establish and to maintain Telepathy. You must identify yourself outside of Telepathy for the subject to willingly lower their defenses. If you “lower your defenses” they are lowered against all incoming declarations for an entire round. There is no “Mental knock” in Madison. It always requires a Mental trait to establish Telepathy with a supernatural creature even if they willingly lower their defenses. This is done, after telepathy is successfully engaged. Lesser Templates do not require this expenditure.

Blood Magic (Thaumaturgy/Koldunism/Necromancy):

Physical Defense: Defender can only use a Stamina related trait unless the Power being used states otherwise. May use Survival or Occult for a retest.

Celerity:

- Rate of weapons are important, and will conflict with speed actions when appropriate.
- 1 Blood Trait allows you access to your “declared” level of Celerity, and all powers which came before it, unless specifically stated otherwise in that power. Once you make a declaration, you cannot change your mind without spending a willpower trait to change your declared actions for the round.

Chimistry:

The ST may allow disbelief of out-of-place illusions. A storyteller is required to be at the scene in which Intermediate or higher Chimistry is being used. Expenditures must be made

Dominate:

- *Forgetful Mind:* Please write the following information on an index card stamped by the ST staff to be carried by the targeted person: person performing the Forgetful Mind, number of temporary Mental traits of that person at the time of the Forgetful Mind, a summary of the scene being covered, and a summary of the scene that replaces it.
- *Possession:* You must have a card on file at the check-in desk detailing where your real body is and the number of Mental traits you spent on the Possession or you are not Possessing. Your body must be in a location adjudicated by the ST staff. Mental and Supernatural Flaws will follow you into your Possession body, and some Social Flaws may follow at ST discretion. If you Possess a ghoul, that ghoul must have a character sheet stamped. If you have a Humanity rating of 4 or higher, you must make a Simple challenge (win or tie Humanity 4, win at Humanity 5) to Possess the body as you are intentionally using that Mortal as a body shield in one way or another. If you have spent 3 traits to use Disciplines while possessing, you may use Obfuscate as well.

Dementation:

Total Insanity: If successfully effected... St's will randomly choose them. This effect lasts for 1 hour/scene whichever ends first.

Fortitude:

Aegis: As per Laws of the Night (Revised)

Aegis only stops Static effects if used before the challenge begins. The exception to this rule is any test that requires puncturing of the skin. Staking, for example. However, if Aegis is being used after the attack but before the staking Simple challenges are thrown, it protects you from staking, but cannot be used after the Simple challenges are thrown.

Obfuscate:

Unseen Presence: Attacking from this power reduces the Surprise count by 1.

Mask of 1000 Faces: The user can change clothes and cover small weapons (up the concealability of "Jacket") without expending a Mental trait.

Obtenebration:

Creating Obtenebration effects require concentration and an action, but maintenance and control do not.

Arms of the Abyss: Only Your Occult rating in arms may be summoned in a single action, you may not maintain control of more arms than you have **current** willpower.

Presence:

Awe: You must be in the presence of the person you are trying to use Awe against. You cannot use Awe in Summon challenges (unless the target is in the same room as you).

Summon: To answer a Summons, you must make your Presence known to the person using the power. You must go to that person, not as an Astral Projection sending or a telephone call.

You will use abilities within reason, as you would to get to a very important meeting. You may be summoned to be killed, but you may not be summoned into obvious danger or through dangerous terrain. Either will break the Summons. (Ex.: You may be summoned into a combat situation by someone you do not know means you harm, but once you see the rest of the squad with that person, the Summons will break. You may be summoned to a meeting, but you would not go across a wide, sunlit room without protection. This will also break the Summons.) If after answering a Summons, and you are met with Danger and you escape. All attempts by anyone in the scene to summon you again; fail. The Trait is lost, as if the challenge were lost. All uses of Summon for the purposes of Combat, will require a Morality Check (if applicable) by the character issuing the Summons. STs have final judgement on each and every use of Summon on a case by case basis.

Majesty: This power has a range of 30 feet, stopped by solid floor and ceiling, wall to wall.

Majesty affects its victims for the entirety of the scene, or one hour, whichever comes first.

When Majesty is activated you must declare a Social trait for the "flavor" of the Majesty, but this trait is not expended. If you are within the range someone's Majesty and leave the range of that Majesty, you must attempt to break their Majesty before you are able to act against them. This includes ranged weapon attacks.

Quietus:

A weapon may only hold a number of Blood traits equal to its Bonus traits.

If blood is being drained directly from the victim, who possesses this power, they may choose to alter the blood point drained by their attacker into Scorpions Touch, or Baal's Caress. The drinker suffering its effects instead of gaining the blood trait.

Dagon's Call: An ST must be informed of the activation touch for this power's usage. If you are

or have been within the range of your target's active Majesty, you must break their Majesty before activating Dagon's Call.

Taste of Death: This power does 2 levels of Aggravated damage. Counts as a Ranged attack.

Vicissitude:

Modifications – use the Knights of New York Mod Rule, supplied upon request).

Rituals (Magic):

A PC may automatically, without a test at check-in, cast a number of personal rituals equal to their Occult Ability rating. Only rituals that do not require unique or oddly special components may be pre-cast in this way. Only rituals that only have an effect on the person casting them may be pre-cast. *Rituals which have very specific components, which are not run of the mill items; will require an item card. Some things are just too large to transport; or too rare to be casually available.* Rituals cast against another target, require a challenge - but still may be precast.

Combination Disciplines:

To teach a Combination Discipline, you must have one of the prerequisites as an in-Clan Discipline.

Visiting Players:

As a courtesy, please have your home chronicle ST staff send your character sheets ahead of time, but always bring a stamped and signed copy with you. Any home-brewed Rituals that do not have a Mind's Eye Theater write-up must be submitted to the Madison: Black Crusade ST staff ahead of time and a copy of what it does must be carried by the player.

Transfer Policy:

If a character wishes to transfer into or out of Madison Black Crusade the head STs, or a majority of the STs in a chronicle without a HST, must agree. The player transferring must also submit to a full audit of their character sheet and item cards by both ST staffs. (Inactive characters may not be transferred.)

Inactive Characters: (IMPORTANT)

Players can shelve their own character at any time subject to ST approval, but once that character is shelved, it must remain shelved for at least six months unless the Madison ST staff decides otherwise. Characters become shelved automatically after six months of no player contact with the Madison ST staff and inactive after an additional six months of no player contact. Characters become Inactive after 6 months of non-attendance to Madison Black Crusade games. They are still playable, but unable to spend XP. Characters become NPCs/Retired of Madison after non-attendance of 2 years after date of Inactive. (Those characters that are already inactive before date of this House rules (MAY 13th 2017, get one year to play or be affected by our NPC/Retired rules (May 13th 2018). Shelved characters may still earn Experience, by submitting downtimes of what your character is doing during time "out of play". However the most XP they may earn is 4 XP per month.