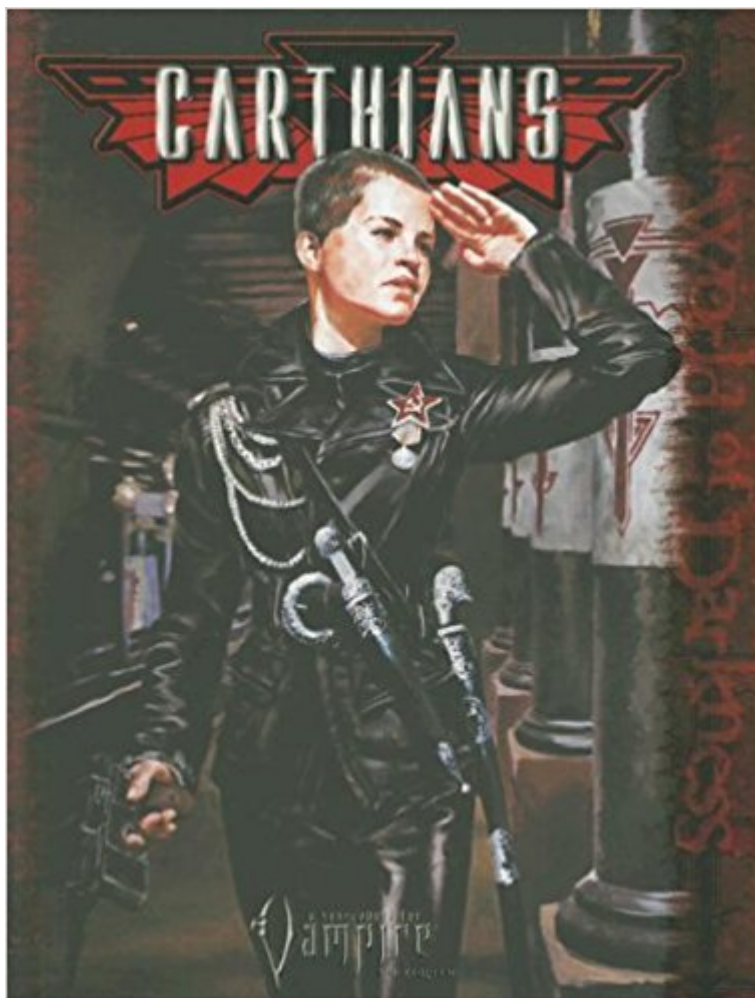


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# Carthians (Vampire: The Requiem)



## Synopsis

**Idealism and Blood** They are the young idealists and passionate revolutionaries of the Damned, rallying in the dark against the jagged, outdated social chains of Kindred society. When Carthians have their way, the Danse Macabre plays out on a level floor still sticky with blood. Come together and change the night!

**A Covenant Guide for Vampire: The Requiem** • Examines the truth behind Carthian philosophy and activism for both table-top and live-action games • Features new bloodlines, Merits and Disciplines for players exploring a Carthian Requiem • Shows Storytellers how to create unique Carthian states for their own chronicles • Reveals Carthian Law, the covenant's power to suppress the Disciplines of other Kindred • a power never before seen in Vampire: The Requiem

## Book Information

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## Customer Reviews

Carthians were the one covenant of Requiem that's baffled me. And they still do to a point. Least with their Covenant book you get a more solid idea of who and what they are. With always experimenting and coming up with new ideas on how to govern Kindred Society. The book does alright providing new Carthian centered merits, bloodlines and disciplines to tailor a character. Least I was able to walk away with a better grasp for running Carthians.

Very good ideas that can be mined.

Let me start by saying that I'm not a huge fan of the two secular Covenants anyway. Beyond that, I

found this book more interesting than the *Invictus* counterpart, and certainly less vague than the *Crone* and *Sanctified* offerings. It fleshes out the Carthians as something more than an anarchy movement. Rather, the Carthians are agents for change and experimentation, which can be either rigid and fascistic or destabilizing and undermining to the current system of vampiric rule in a city. The book sets a few common Carthian ideals (Tolerance within reason, collective action, individual rights, and the duty to be a complete being) and lays out a variety of methods by which Carthians might approach them. These sub-philosophies are varied and cool, and add a layer of intrigue when combined with varied political approaches (from fascism to socialism and everything between) and sub-factions. I'd consider it a three-tiered system that pretty much lets you make your city's Carthians whatever you want them to be (making it a great antagonist book, actually). Other highlights: There are two sections on inter-Covenant relationships. There's the standard one that each of the Covenant books has, and then a second section devoted to Carthian efforts to undermine or recruit from the other covenants. The book elaborates on the otherwise vague concept of Carthian Law and its enforcement, and offers a bevy of Merits, Disciplines, and Devotions to rival any of the other Covenant books. It's the best collection of Devotions specifically that I've found yet. Finally, the Carthians' ties to mortals highlight the youth of the covenant, and this material can be used for non-Carthian games to remind players of the anachronism of long-dead vampires. If you're collecting Covenant books, this one's as good as any other.

*Carthians* presents extended information on one of the five major political factions presented in *Vampire: The Requiem*. A lengthy discussion of what Carthians are like, how their diverse political experiments function, and what happens when those experiments fail is presented. New game mechanics including Bloodlines, Disciplines, Devotions, and a covenant specific ability called Carthian Law are all included as well. If you like the idea of the Carthian Movement, an idea focused around taking the best of human thought and applying it to vampiric life, but wanted more information then this is the product for you. This product provides a full description of the movement including subfactions, major beliefs, and interrelationships with the rest of the vampiric world. While many new mechanics are added to support this group the vast majority of the book is a flavorful presentation of the Carthians that creates an interesting, believable organization.

I felt that this book was uninspired. Several of the merits presented in the book would be more suited to the *Ordo Dracul*, the blood-lines struck me as uninteresting or unplayable, Carthian law (a major power that can effect Carthian cities) makes play less fun rather than more so, the only

seemingly interesting part of the book's crunch is it's menagerie of devotions.

I actually feel like I went through a really cool political science course with nifty vampire powers after reading this book. What VII is to the Sabbat, Carthians is to the Anarchs. I'm not going to sit down and tell you all the bloodlines, cool powers, and factions--of which there are plenty. What I will tell you is this book does an impressive job of covering complex political diversity in a game session that is very interesting and entertaining. It covers political evolution, and how societies (kindred and mortal) change over time. I really can't praise the covenant books enough. Hobbie

So, first review. As a Storyteller and Player I just see all faction book as necessary. The book on Carthian Mov. is a must, and, indeed, the VtR core do not show satisfactory texts on the covenants. Of course we don't need a book this weight to describe any covenant, but it's worth the price.

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