

ALL FOR ONE

Régime Diabolique

The Justicars A Magical Secret Society

Some secret societies may grow out of happenstance. Not all are developed with a clear goal in mind. What began as an act of justice and revenge has grown into a movement that is struggling with its own success. Ideas have power, and that power can be hard to control.

The Justicars

The merchants and peasants of Paris have suffered from the taxes imposed by the King, the conscription of their men for the war effort, and the increase and spread of organized crime within the city. Vicious gangs of thugs roam the streets and are able to operate with almost total impunity, exacting their own tolls and taxes on the lives of citizens. Those who do not pay are beaten (or worse); even those who do pay for protection may still be fair game for bored thugs who are looking for some “sport.”

A possible solution to this growing problem appears to have recently presented itself in the guise of a group of masked vigilantes. Imposing their own brand of justice on the thieves of Paris, their summary judgments are swiftly followed with harsh punishments being carried openly and in public. Asking for, and giving, no quarter these “Judges” began operating in a single slum but have spread across Paris to battle injustice on their own terms.

With their increasing success at stopping the reign of terror that has, hitherto, been enjoyed by the gangs, the vigilantes have been named Justicars, or Judges, by the locals; their calling cards show the symbol of a set of scales suspended from a stiletto hilt to reflect this.

The King and the Cardinal see the Justicars as a blatant challenge to their authority. Leaflets left at the scenes of “judgments” warn that nobody is above justice; noble or peasant, any wrongdoing will be dealt with harshly.

The success of the Justicars in Paris has inspired similar movements in the rest of France while other radicals and agitators, ever the opportunists, see the apparent weakness of the current regime being exposed by the actions of the Justicars, and are using the success of the vigilantes to further their own agendas.

History

The malaise that is gripping France is acutely felt in the slums in Paris. As soldiers are pulled away to the front there are fewer men left to patrol the streets. As a result the gangs

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have been flexing their muscles and taking over neighborhoods. Some gangs are politically connected; others bribe constables to look the other way. The end result is that the merchants and peasants are suffering greatly from the abuses of the thieves and brigands. There appears to be little they can do.

The Justicars are the creation of a sister and brother who live above a small shop in one of the Parisian slums. Despite paying their protection money Justine Marcan was attacked by members of the gang that ruled her slum. Her brother Trevor tried to protect her and he was seriously injured as well.

The political connections the gang had (a noble's son who liked to amuse himself by "hunting" with the gang) quashed the investigation almost before it began. A few greased palms and the pair of victims found themselves on their own, their attackers free to walk the streets.

Once they recovered they tried to put their lives back together. Justine found a teacher of Magick and began studying Arts that would allow her to exact some sense of justice for herself and her brother. Her brother set about gathering a small group of like-minded locals to fight against the gang that was crushing the neighborhood.

Justine was able to enchant the weapons and clothing of the group and the men were able to sneak out and take down the gangsters troubling their slum. As her power grew, the abilities of the vigilantes did as well. The use of Magick is subtle; the Justicars do not see the rituals that power their uniforms taking place. They believe that their secretive training is allowing them to be victorious over the gangsters they are attacking. Others have joined the group and been trained in the Magical Arts to help Justine maintain and expand her arsenal of enchanted items.

Their cover as successful business owners (Trevor is a well respected woodcarver thanks in part to his use of enchanted tools) allows the pair to deal with the upper crust of society as well as the common people of their own neighborhood. Justine has ceased working as a seamstress and now plays the part of a woman shattered by trauma. They have moved into a nicer home; one that has space enough for Trevor's workshop and Justine's Ritual chamber.

Organization

The GM can scale the Justicars to any size he desires. If he wants a single coven seeking revenge he can have the Justicars as a single group. If he wants a growing power, looking to force its vision of a just society onto France and the world, he can have the Justicars operating in every city across Europe. The concept of a group settling accounts on their own is scalable to fit the needs of any campaign.

Justine Marcan and her brother Trevor head the Justicars. Justine is known as Lady Justice or Justitia to the Justicars, a reference to the hidden totem in their headquarters, as well as the concept of justice.

The rank and file of the Justicars is mainly comprised of merchants and citizens. Most have jobs and shops they work at. They train in fencing schools and then secretly head out into the night to exact justice on a target that has been selected by Justine or Trevor.

Justicar Rank Table

The Justicars copied the format of the French judicial system. As they expand their operation they will install the necessary people in each city, and allow the new Chapters to recruit members to fill their ranks.

Justine is training her Follower from her Patron to train for a position as the Head of a new Chapter. This will allow the creation of the needed enchanted items that give the Justicars their edge. In some cases there are no enchanters available and the Justicars are simply unenhanced but motivated citizens.

Rank	Example
0	Recruit
1	Prevot
2	Bailliage
3	Parlement
4	Chancellor
5	Magister Justitarius (Supreme Judge); Lady Justice (The Judge)

A GM who wishes this organization to have grown into a multi-city organization is free to do so. As described here the Justicars are in effect a heavily armed Coven operating to exact revenge/justice as they see fit. The members are all low level and titles are more organizational than Resource related. For a larger organization there are support personnel and intelligence gathering agents who target criminals and their wrongdoing, and send these reports in to the organization so the criminal can be dealt with accordingly.

Members

The Justicars have many connections with the people on the streets of Paris who, through necessity and circumstance, miss very little of what truly occurs in the city. They also have strong connections to the business community since the Justicars are predominantly merchants and tradesmen themselves. Information on criminal activity is passed along until the Justicars receive it. Trevor and Justine discuss their next target and then arrange for a team to be equipped and sent out to attack.

Most of the Justicars act like soldiers, their enchanted items giving them a huge edge in combat. Others can act as informants or spies, gaining knowledge of criminal activity in an area.

Trevor Marcan

A woodcarver by trade, his work has become quite

intricate and fashionable. One of the first Magickal acts Justine performed was to enchant his tools enabling him to produce masterwork pieces. Such craftsmanship cannot go unnoticed and the carvers of Paris are talking about this daring new artist in their midst. Trevor's carvings have allowed a number of the Justicars the option of carrying enchanted walking sticks/clubs instead of swords, since walking sticks are less noticeable than carrying steel in the streets of Paris.

Trevor's body is scarred and he walks with a slight limp because of the beating he suffered at the hands of the gang presently ruling his neighborhood. He carved a wooden statue of Justitia that is in the top room of his workshop/home. This room is where the Justicars meet and where Justine works her Magick. The statue is also the focus of the Area enhancing spells that help the Coven perform their rituals.

Ally 3

Archetype <i>Everyman</i>		Motivation <i>Justice</i>	
Style: 2		Health: 5	
Primary Attributes			
Body: 2		Charisma: 4	
Dexterity: 2		Intelligence: 4	
Strength: 3		Willpower: 3	
Secondary Attributes			
Size: 0		Initiative: 6	
Move: 5		Defense: 4	
Perception: 7		Stun: 2	
Skills	Base	Levels	Rating (Average)
Academics: Law	4	2	6 (3)
Art: Carving	4	3	7 (3+)
Bureaucracy	4	1	5 (2+)
Diplomacy	4	2	6 (3)
Empathy	4	2	6 (3)
Firearms	2	2	4 (2)
Linguistics	4	2	6 (3)
Melee	2	4	6 (3)
Streetwise	4	2	6 (3)
Talents			
None			
Resources			
Contacts 1 (Law; +2 Social bonus)			
Refuge 2 (+2 Carving; Bonus Resource)			
Flaw			
Fanatical (+1 Style point whenever his devotion causes harm or he converts someone else to his way of thinking)			

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	0N	(0)N
Walking stick	2N	0	8N	(4)N

Justine Marcan

A former seamstress, Justine survived a vicious assault from the members of the gang that ruled her former neighborhood. She wanted justice (and revenge) and sought it the only way she could think of; she found a teacher of Magick and learned to enchant items, enabling her to create the necessary the tools to hunt down those who hurt her and her brother.

When her brother was able to gather together a small group of fellow businessmen to fight against the gang, she created the first uniforms of the Justicars. She enchanted each item to increase the skills of the person wielding it. Her brother crafted a life size statue of Justitia and Justine made it the focus of her enchanting room.

Justine crafts the spells onto the uniforms she makes for the Justicars, and into the weapons that Trevor carves. In this way the Justicars do not realize their abilities are being enhanced through the use of Magick. The various enhancing spells include weapon bonuses, protective shielding for Defense, Perception bonuses, speed bonuses or whatever the GM deems suitable for creating a formidable array of opponents. Justine's single Follower is an adept who helps her create the items. In game terms this follower may be sent to a new area to begin supplying enchanted items for a new cell of Justicars.

The adoption of the slang spelling of Justicars as the official name, instead of the correct spelling of Justiciars, has caused Justine some annoyance but she admits there is a certain ring to it.

Ally 3

Archetype <i>Everyman</i>		Motivation <i>Justice</i>	
Style: 2		Health: 5	
Primary Attributes			
Body: 2		Charisma: 3	
Dexterity: 2		Intelligence: 4	
Strength: 3		Willpower: 5	
Secondary Attributes			
Size: 0		Initiative: 6	
Move: 5		Defense: 4	
Perception: 9		Stun: 2	
Skills	Base	Levels	Rating (Average)
Academics: Law	4	2	6 (3)
Bureaucracy	4	1	5 (2+)
Craft: Dressmaking	4	2	6 (3)

Diplomacy	4	2	6	(3)
Empathy	4	2	6	(3)
Linguistics	4	2	6	(3)
Magick: Benignus	5	1	6	(3)
Magick: Enchanting	5	3	8	(4)
Magick: Homomancy	5	1	6	(3)
Melee	2	4	6	(3)

Talents

Magickal Aptitude (Ceremonial)

Resources

Follower 1 (Apprentice Magician)

Patron 2 (Magick Teacher)

Flaw

Fanatical (+1 Style point whenever his devotion causes harm or he converts someone else to his way of thinking)

Weapons

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	0N	(0)N
Walking stick	2N	0	8N	(4)N
Enchanted daggers*	1L	0	7L	(3+)L

* Justine's daggers are enchanted to fly and attack on their own at her command. They are also enchanted to inflict massive damage to an opponent. It was these daggers that allowed Justine to dispatch her first targets on her own.-

Typical Members

The common members of the Justicars are simple merchants and average citizens; any Follower 0 or Follower 1 template is suitable. They become lethal when armed with enchanted weapons that cause them to fight better than master swordsmen. Before they head out each night a mass prayer is conducted in front of the Justitia statue. Justine and Trevor have put forth the idea that they are blessed warriors of Justice, and anything untoward that is seen is perceived as a sign of favor from God.

Follower 0

Archetype Everyman **Motivation** Justice

Style: 2 **Health:** 4

Primary Attributes

Body: 2 **Charisma:** 1

Dexterity: 1 **Intelligence:** 1

Strength: 2 **Willpower:** 2

Secondary Attributes

Size: 0 **Initiative:** 2

Move: 3 **Defense:** 3

Perception: 3 **Stun:** 2

Skills

Skills	Base	Levels	Rating	(Average)
Craft: Various	1	2	3	(1+)
Melee	2	2	4	(2)
Streetwise	1	1	2	(1)

Talents

None

Resources

None

Flaw

Fanatical (+1 Style point whenever his devotion causes harm or he converts someone else to his way of thinking)

Weapons

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	0N	(0)N
Club	2N	0	6N	(3)N
Rapier*	2L	0	6L	(3)L

* GM adds magickal combat bonuses to suit his campaign, from +2 to +10 dice.

Issues Facing the Justicars

The irony of a vigilante crime group breaking the law to make a point about justice is not lost on the organization. The use of magick to aid in the pursuit of justice is also illegal to both Man and God.

Justine and Trevor are also struggling with the direction and power of the group. The peasants and those who feel downtrodden and ignored cheer when someone in power is beaten and thrown, in chains, into the street with a list of his crimes pinned to him. It gives them a sense of justice, and a small thrill of revenge.

Limits and the Lack Thereof

In the early days gang members were tracked down and beaten and, occasionally, a few of them were killed. The Justicars are now struggling to develop a scale of balance for their vigilante activities. Most of the time a criminal is beaten, chained, and left in the street for the police to pick up. Sometimes he is charged, other times he is let go. Those who behave are left alone, while repeat offenders receive further beatings.

Some offenders are killed for their crimes and their bodies dumped in the streets. On such occasions explanatory letters are always left on the bodies. The leadership is trying to determine a suitable escalation of punishments for crimes that go unpunished by the regular courts.

Cutting and Ritual Magick

One early Follower of Justine's captured a criminal and carried him back to the Refuge. They used the criminal in a magickal ritual and killed him. His death powered the ritual and enchanted more items for the Justicars to use. The magick user argued that the man had been sentenced to die for his crimes; he was just using the death to save hours of rituals and the criminal's death was going to power more justice. It is an ethical issue that Justine is struggling with. Is there a difference between killing a man in the street, or capturing him and killing him in a hidden room, or killing him and using his death energy to power a ritual?

Notes

The correct spelling of a judge like figure in history is from the Latin *Justiciarius*. *Justicar* is a shortened/bastardized word created for ease of pronunciation and is used in several modern games. Given the slum origins and poor education of such an origin a slang and mispronounced version of the word seemed appropriate. If the GM is a language purist he should feel free to use the correct form of *Justiciar*.

https://en.wikipedia.org/wiki/Lady_Justice

Lady Justice article on wikipedia with history of the symbols.

<https://en.wikipedia.org/wiki/Stiletto>

The shape and inspiration for the knife with scales hanging from it. A simple cross hilt with the scales of Justice. Justice will be sharp and swift.