

American Auror Campaign Template

■ CAMPAIGN QUESTIONS

1: Number the following elements from 1 to 5, with 5 being the element you'd most like to see in this campaign and 1 being the element you'd least like to see.

<u>33 %</u>	Adventure	<u>16 %</u>	Combat
<u>20 %</u>	Intrigue	<u>9 %</u>	New NPCs
<u>22 %</u>	Recurring NPCs		

■ SETTING

3: How regulated is magic in the US?

Not very. Magic is mostly ignored by non-magical lawmakers. Licensing is provided for magic's use as a professional tool, and laws exist to establish punishments for the misuse of magic, but magic and magic users are not otherwise restricted by law.

However, the magical community, by common consensus, frowns upon and self-regulates the use of magic on or in the presence of normals. Because of past persecution, magic users in America work hard to keep magic a secret.

4: How many magic users are there in the us?

Few. Magic users represent less than 2% of the total American population.

5: How close is the American magic community?

Loose. The combination of the country's size and the fact that an estimated 40% of American magic users are first or second generation immigrants, there is no single cohesive identity to the American magical community.

The secretive nature of magica users also makes it difficult for them to identify and assocaiite with each other.

While there are magic users in most inhabited areas of the states, only a few large communities exist in the United States. The five largest magical communities exist in Minneapolis, Philadelphia, Washington DC, Boston, and San Francisco.

It's worthing noting, however, that every state lists some magical presence.

6: How aware are American magic users of "muggle" technology and society?

Clear. American magic users, by past necessity, do not have the luxury of maintaining a separate society. American magic users work in contemporary businesses, have "normal"

■ GAME MECHANICS

9: How deadly is magical combat?

Magic's effectiveness depends on the user. Some users are more skilled at inflicting damage with magic. Likewise, some spells are more effective at causing injury. Few magical attacks are actually meant to kill.

2: How closely should this game stick to the original Harry Potter source material?

Hardly. The game will draw inspiration from the original source material, but will not be bound to rules established in the books or movies.

friends, and make use of modern technology.

Although the most notable magic persecution, the Springfield, Salem, and Andover witch trials, took place over 300 years ago, magic persecution still continues. Recent instances include the Lake Lowndes murders of 1963 and the fortune teller arrests in California during the 1970s. Magic users in America have learned to be secretive about their abilities and blend in as best they can.

7: What is the most common term for magic users in the us?

The preferred term among magic users is *mage*, which is considered gender-neutral. However, the official term, as codified by Federal law, is *magic user*. Among the magical community, the term *sorcerer* is also used, although this is more of an honorific to denote a mage of significant age and/or power.

The term *witch* is considered an insult because of its association with non-magical religions; calling a female magic user a *witch* implies that she is actually a normal who only dabbles in magic and therefore has no real magical ability. The term *wizard* is a term used only by normals when referring to male mages and is not used by actual magic users.

Mages refer to non-magicals as *normals*. The term *muggle* is known in the American magical community, but is considered archaic and is only used ironically or humorously.

8: What role does magic play in the world?

Utilitarian. Magic is only a tool.

10: How fast is magical combat?

Because of the varied nature of spells and the different abilities of magic users, magical combat can be over in a casting or two or it can be drawn out for some time.