



# *RIBBONS*

A Setting Guide for Masks  
by Eva Forevermore

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## *A Setting Guide for MASKS*

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# Introduction

Masks is a game not only about superheroes, but also teenagers dealing with their ordinary life as much as their newfound powers, grappling in equal measure with adolescent drama and putting one's life on the line to save others, suffering under the influence of older heroes and parents alike.

In masks, you go to school, have fun with your friends, pretend to like those who hate your guts, have crushes on boys that are way out of your league, come home and get scolded by your parents for arbitrary reasons, then you put your uniform and sneak out to save the day or find any meaning for your life.

The thing is that this describes the experiences of magical girls just as well. So this book is an alternative scenario for Masks: A New Generation where instead of superheroes, our characters are magical girls. It doesn't change any of the rules of the game, the moves are the same, influence works the same and so does conditions. The only difference is that this happens in it's own unique city: Serendipity, with its own unique history and culture that gives a spotlight to magical girls.

## Serendipity History

Shining city of dreams where wishes come true: Serendipity.

While many wishes did come true there, it wasn't for the reasons that the marketing team was thinking of when they came with that slogan a hundred years ago. Back then, Serendipity was a fishing port in the early twentieth century trying to encourage immigration with slightly exaggerated marketing and promises of job opportunities. What really put the city on the map was the appearance of magical girls.

Magical girls have always existed across the world, but never by that title. They were mostly considered miracle workers, saints or witches. The forces of evil they fight also have always existed, using violence, trickery, and positions of power to drain people's life energy. Serendipity has had both, but before the 70s it had mostly been the occasional teenager who developed minor powers and weak spirits feeding on human suffering. They existed, but they didn't exactly fight against each other.

Serendipity became a centre of magical activity when a crystalline chunk of the moon crashed down in the city's outskirts. Since the beginning of time the moon was a powerful magical force and an object of

worship. With the Moonstone in the city, forces seeking its power for good or ill set their sights on Serendipity.

As time went on magical girls established themselves as protectors of the city. It became a metropolis of dreams, a shining city where the wishes of kids would come true and they would receive powers to turn fantasy into reality.

As the years went on, Serendipity became the stage of many different conflicts, be it mind controlling evil spirits, magical girl rebellions, alien invasions, evil rulers from other dimensions, or charming princes trying to take over the world.

## *Serendipity Today*

A marvel that shines in the night, today Serendipity is a massive metropolis with millions of people living in it. The city is diverse both in architectural styles and natural features. It has a beachside waterfront opposing a towering statue rising from the ocean. Skyscrapers and snow-capped mountains rise above the clouds, sparkling rivers stained with runoff flow through its heart, and deep within the web of dark alleys, subway lines, and ventilation tunnels, the Moonstone lies underground.

In the Dawn Era, Serendipity also became known for schools made specifically to house and train magical girls. Different schools started building rivalries with each other, such as Dovefall and Glitterheart, whose magical competitions have become as popular as sports in Serendipity. Brands seek out contracts with magical girls to sell products and billboards sporting magical girls selling all different kinds of products fill downtown Serendipity.

The city is filled with many diverse cultures; its reputation as a magical haven has attracted thrill-seekers, journalists, researchers, and occultists from all over the world. Even people seeking nothing to do with its magical side quickly find themselves mixed up in the arcane.

## *The Generations*

The youngest magical girls awaken to their powers at around thirteen, and usually grow out of them by nineteen, so in total, Serendipity has had many different generations of magical girls that are separated into different eras. The eras are not set in stone, but certain events in Serendipity's history can be pointed to as defining moments that changed magical life in the city.

### *The Twilight Era ('70s and '80s)*

The Twilight Era started when the Moonstone fell down in the outskirts of Serendipity. With it fell a magical girl - Sparkling Ribbon. While not the first magical girl in Serendipity, she was the most well known of the Twilight era. She acted as a guide and leader for her fellow magical girls and was an inspiration for generations to come.

Her origins are a mystery, as she lost her memory in the impact, and never regained it. All we do know is that somehow fell from the moon with the Moonstone. One of the few things she claimed to remember was that her soul was bound to the Moonstone, and she was the one who had to protect it.

Soon, girls all across the city received visions of magical creatures that would guide them in a pilgrimage to the heart of Serendipity, an impossible place underground where Sparkling Ribbon lived. There they would take a piece of the Moonstone and use it to transform into magical girls.

While the magical girls were on the rise, so were villains. Magical fiends that lived off feeding on the life energy of citizens realized the large increase of energy in Serendipity. They knew something was there, but they didn't know where, so they started terrorizing citizens on the streets until they could find it. Previously, fiends disguised as humans to slowly feed on their sorrow, but now they were much less subtle, attacking residential areas at night. They wanted the Moonstone's power, and they wanted it now.

And so the fight went on. Magical girls did their best to hide their identities while fighting monsters on the street, while Sparkling Ribbon would stay in the heart of Serendipity and protect the Moonstone. The battles weren't very violent and their enemies were fairly weak, having access to very little life energy.

Recurring villains of the Twilight Era were the Despair Queen, a ruler from dimension filled with dread seeking to take over the Moonstone's powers; the Charade Boys, a trio of charming young men with long flowing hair who would take the hearts of young girls with puzzles; the Orange Beast, which was a guy who was completely orange and would scream on the streets until magical girls fought him (nobody liked this guy); and many others.

The villains of the Twilight Era were almost like Saturday morning cartoon villains. They lacked subtlety and they were loud, but not very dangerous. They loved doing long speeches and telling everyone their super elaborated plans to take down magical girls and most citizens didn't take them seriously.

No one was really in danger during the Twilight Era. No one died from magical girl combat, no one got seriously hurt and magical girls would usually beat all of their enemies with ease. Not even the villains of this era got hurt either, they usually walked away after being punched a few times.

The Twilight Era is often remembered with fondness. It's remembered as a time where things were simpler, where magical girls would not get hurt and where citizens knew they could count on them. Where collateral damage from fights was minimal and where they always knew they could trust on their guardian: Sparkling Ribbon.

But eventually, the monsters found the Moonstone and planned an all out attack on it. It was Serendipity's first big city wide battle. All magical girls were doing their best to fight the villains, but with their enemies present in such great numbers the magical girls were overwhelmed. In the end, to save everyone, Sparkling Ribbon destroyed the Moonstone to keep its power out of the monsters' hands. She perished in the process, her body crystalizing, since her soul was irrevocably linked with the Moonstone. She was buried by her fellow magical girls in the heart of Serendipity.

Serendipity had lost its guardian. People felt defenseless and feared that without the Moonstone and Sparkling Ribbon, the magical girls it currently had just wouldn't be enough.

## *The Midnight Era ('90s and 2000s)*

Lacking Sparkling Ribbon's guidance, magical girls were on their own. They tried their best to train themselves and develop strategies for battle, but villains were now directly targeting them to take their life energy. Life as a magical girl rapidly became more dangerous.

Magical girls' powers were also diminishing now that the Moonstone was destroyed, so there were less and less shards for magical girls to use. Magical girls would come of age and lose their powers at a higher rate than new ones would come, and many quit fighting out of fear for their lives.

On the other side of the coin, the villains were able to leech the life energy of the population more freely, and they started getting more bold and confident. They were no longer easily defeated, and inflicted serious damage to the magical girl community, forcing them to be tougher.

But there was still hope. Pieces of the Moonstone around the city still carried power, and they called to magical girls to offer them magic. Older magical girls also would seek out younger candidates to pass their power down to and train in magical combat.

Magical girls were doing their best to stay hopeful in a dark era, but things got worse as more and more villains appeared around Serendipity. Not only did the number of daily battles increase, but the new foes were stronger. Magical girls started going to school with injuries and things were getting more severe. People looked at magical girls with pity and fear, but they couldn't just stop fighting and let the villains harm the people of Serendipity.

But what really made people call this the Midnight Era was a tragedy. Things were getting deadly for magical girls, and loss was becoming more common, but on the whole they were able to endure it and keep the city safe.

One fatal night that changed. Sunshine Garden, a team of five magical girls, was completely wiped out in a single battle. They were experienced magical girls that had been active for a couple years at that point, but a moment of carelessness against an unfamiliar foe had cost them their lives. Other magical girls were able to intervene and destroy the fiend, but the death of a whole team was demoralizing to everyone. Dropout rates among magical girls skyrocketed, and those who continued to fight became much more cautious. To be a magical girl in the Midnight era was to be painfully aware of the fate that befell many of your comrades before you, yet fight on regardless.

The foe that slaughtered Sunshine Garden was only the first of a series of incredibly more powerful foes. Collateral damage became bigger, magical girls took more serious injuries, and fatalities continued to rise. Parents of magical girls above everything wanted their daughters to quit, but conventional weapons were powerless against fiends, so magical girls had to fight on if there was any hope left for the city. The city government began investing massive amounts of money into developing technology that would allow anyone to fight against the monsters, but it would only bear fruit decades later.

The days of Sparkling Ribbon were long gone. Being a magical girl wasn't a fun thing that you could do in your free time anymore. It was a dangerous burden. Girls took up the wand knowing very well they could be the next casualty.

This era also saw the rise of rogue magical girls. Many lost hope and started using their powers for selfish reasons and personal gain. They were blessed with magic to protect the city, but they simply thought the city was bullshit and that it didn't deserve to be protected by them. The whole system of using teenagers to protect Serendipity was messed up and it just didn't deserve them. One of the most prominent rogue magical girls was Nebulous Star, who instead of fighting monsters, used her powers to spread her music criticizing the city. She was one of the first magical girl idols, although most future idols didn't follow her punk style.

The most recurring villain of this era was definitely the Tarrasque, a massive beast that came often to wreak havoc on the city. It had no drive besides to inflict as much pain as possible, and no sapience to reason with. The Despair Queen had long disappeared, but among other recurring villains there was Drake, a charming young vampire who preyed on magical girls, and the Canary, a massive bird who would make a nest on top of buildings and capture citizens to feed their young.

But magical girls fought on and developed better strategies, trained harder, and adapted their uniforms for serious combat. Outfits became less pretty and expressive and started being more utilitarian and stealthy. Magical girls also started developing the Eclipse Network to assist new magical girls. They did their best to help each other, providing resources and advice to new magical girls, and ex-magical girls stuck around to provide their experience.

Much of this was built by the Restored Eclipse, a group of ex-magical girls from the Twilight Era. They would not only help girls with learning combat techniques and resources, but with keeping up with everyday things like homework and relationships. It was a place for girls

to help each other with anything they could, a place to belong and to find comfort in a dangerous city.

Things were dire, but hope had not been lost. The age of magicals girls had almost come close to ending, but they simply refused to let go. They kept fighting and they did not lose hope. No matter how hard things were, the future was still bright. For the sake of all those they'd lost, they couldn't give up.

## *The Dawn Era (Today)*

This brings us to the modern era of magical girls. Modern magical girls have regained much of their power in this era. Suddenly things that would have previously killed them just left them with a few bruises. Girls with stronger and stronger powers appeared and saved Serendipity with them.

It's not clear how, but new crystals similar to those taken from the original Moonstone began appearing once more, and more and more magical girls accepted their powers and joined the fight. They would not let the city they loved be destroyed by monsters. They were determined to do the impossible, to save it, and they did. They kept their crystals from eventually burning out and fought back with powers they made for themselves.

It's an era of dreams for magical girls that desperately needed hope. It's an era to smile again, to brand oversized hammers and to laugh at the face of adversity, it's an era to hope and save people with silly powers no matter what others think of us.

This era also saw the invention of artificial magic: a technology that allows anyone to wield powers like other magical girls and to fight alongside them. With artificial magic, Serendipity saw the return of many magical girls that had been retired for years. Many now parents with stable jobs and kids, they choose to wield wands of technology and fight alongside the modern generations.

Artificial magic was a creation of the Foundation for Enchanted Youth, or FEY, an organization commissioned by the government of Serendipity and directed by the original members of Restored Eclipse. However, the organization had a less than universal welcome. Critics of FEY say because of it, magical girls lost their informal support network to a bureaucratic entity that saw them more like children to be protected than as actual heroes. Other than developing artificial magic, FEY oversees and manages magical girl schools and health clinics, proposes

legal policy about magical girls, and encourages new magical girls to register with them.

With the loss of the Eclipse network for magical girls, people needed a replacement that could carry on its work. They wanted to have a place where magical girls could feel safe and find teammates and to keep in contact with each other so they could defend each other, without overhead monitoring from FEY. They formed Sunshine Revolution, a new group for modern magical girls, by modern magical girls.

A prominent supporter of Sunshine Revolution was Sweet Candy Bomb, a magical girl from the Twilight era, now in her 50s, wearing an exact replica of her past magical girl outfit with the same oversized hammer shaped like a heart.

Being a magical girl was something that had changed completely now that anyone could take up artificial magic and fight for the city. Magical girls were still the strongest, but there was a push to have actual adults doing the fighting instead of teenagers. The tension between magical girls and FEY is an unresolved conflict of the modern era.

## *Magical Girls Today*

Magical girls have been a part of Serendipity's history for so long that the city has developed a whole culture around them. There are schools entirely dedicated to raising magical girls and giving them the support they need to stay safe while they save the world. A special brand of school sports was developed for magical girls to compete against each other to do impossible things like flying races, lifting cars or making pyrotechnic light shows with their magic. Around new years eve, magical girls put on a fireworks show that Serendipity loves, and many people from other cities watch online or visit the city in person to watch the yearly main event.

Here are some of the most important terms and pieces of culture that Serendipity has towards its magical girls:

## *The Teams*

Magical girls from the early Twilight era often used to act alone, but most magical girls that came after realized that they would be much stronger if they teamed up and had each other's back. Being a team is, above everything, knowing each other personally and knowing how to

fight together, so most teams will be about girls who all go to the same school, or who share something in common, like the Moonlight Moths, which was an early group made entirely of trans magical girls.

Magical girls will also often have some fun giving their team a name, coming with combination attacks and giving names to them, developing matching outfits, and having an overall theme for their team. Some teams in the Dawn era sign contracts with sponsors and will have a whole marketing team come up with a name for the team, put logos on their uniforms, and even do their makeup before they go on patrols in the city.

## FEY

The Foundation for Enchanted Youth is an institution created at the end of the Midnight era that rose to prominence early on in the Dawn era. It's an institution commissioned by the city government with the primary goal of maintaining control of a city defended by teenagers. They were the ones that developed artificial magic, and afterwards they trained and hired ex-magical girls to take up the wand again and protect the city as adults.

They're also the main organization behind construction in Serendipity, and fix the city up when buildings receive collateral damage from magical girl battles. They are also the number one insurance company for the general population, thanks to the promise that if your property gets damaged by magical combat, they will cover you.

FEY contains the largest database of intelligence related to magical issues on Serendipity. It studies past threats and interrogates captured villains to better understand the dangers of the world and how to prepare against them.

They are also the ones in charge of developing rules for magical girls. When a magical girl battle gets just a little too big, they propose laws to control the actions of magical girls. The creation of FEY had its roots in the reaction to the deaths of team Sunshine Garden, which brought to the forefront the call for a governmental response to teenagers out in the streets risking their lives to save people.

FEY might even hire magical girls to it's ranks. It's a good job and pays well, it gives access to high level scholarships, and it guarantees a job after their powers fade away, but to be a magical girl under FEY is not just to be a magical girl who goes to school with her friends and fights

monsters during the night. It's about being an agent and to be expected to be professional.

The institution's biggest objective is and always has been the development of artificial magic. To develop a tool that would allow the city to not depend on teenagers for its defense. As it currently stands, artificial magic's a useful resource, but not a replacement for the power of a magical girl, until FEY develops a means to make it stronger. It's second biggest objective is to never let the secrets of artificial magic escape and fall under the wrong hands.

## *Villains*

There are many different sources that villains come from. Most are magical fiends from different realms, but they can also come from a series of different sources like mythical beings, aliens, monsters or even other magical girls who have gone rogue.

It's almost like villains have matured over the eras. In the Twilight era they were mostly adults with almost cartoonish goals of control and methods that were a bit too kind. They were the type to be patient and to monologue a lot wearing silly outfits and sometimes even doing little dances about it.

Villains in the Midnight era turned much more violent and much less theatrical. They were the kind to rush in while violently thrashing around. There was no talking them out of a fight as they were monstrous beasts who wanted blood. They were monsters and abominations that twisted reality around them as they struck fear on their enemies and made so many magical girls traumatized.

But the enemies in the Dawn era are somewhat a mix of both. They're not to be toyed with, but they regained their regality, their attitude of being above others all the time. Flamboyant princes were back, just more dangerous and with more fangs.

On the topic of rogue magical girls, often they believe that there's already enough magical girls and that the city will survive without them, leaving them to just do their own thing. Most are not bad people, just self centered and use their powers for their own benefit than to go out there and save citizens. Others believe that Serendipity is a rotten city that doesn't deserve saving and use their flying powers to graffiti the highest buildings, or do the coolest skate tricks possible.

Most magical girls out there are at least a little bit self centered, of course. They have a drive to help, but will take some advantage from

their powers from time to time. If you want to play a rogue magical girl character, the Delinquent playbook is perfect for you.

## *Schools*

Only teenagers can be magical girls, and for the most part teenagers will go to school, so school life is a really important aspect of playing the Ribbons scenario. Teams will often be composed of kids that all go to the same school, but you can also go to different ones and have your party meet under a different circumstance.

If you're playing in the Dawn era, you may also choose to say that your party frequents one of the magical girl only schools of Serendipity. If you do so, that can change how your game plays quite well. It means that you will be in contact with other magical girls during classes, and that you're free to transform and fly to school with a slice of toast in your mouth. It means that you might engage in rivalries against magical girls from other schools, and compete over who can take down the most villains.

Among the biggest schools exclusive to magical girls, there are Dovefall and Glitterheart. These two are the two most popular ones in Serendipity and they harbor a deep rivalry. Magical girls of either school will often carry the brand of their schools on their uniform and will compete to see who can defeat the most villains. There are even yearly sport events where kids from both schools compete in sports made specifically for magical girls.

Dovefall is a school built by FEY on one of the mountains of Serendipity. It's normal to see magical girls flying in the sky during the early morning as they're taking their daily trip to school. The school uniform features heavy coats as the school is so high up a mountain it's snowy throughout the majority of the year. The symbol of the school is a dove carrying an olive branch, and the school values the ideal of a **savior**.

Glitterheart is the very opposite of Dovefall, as the "school" is located in a series of underground tunnels in the heart of Serendipity, where the remains of the Moonstone and Sparkling Ribbon lie. Created by Sunshine Revolution and not recognized as a legal school by the government of Serendipity, students of Glitterheart usually attend school elsewhere, before sneaking off to attend Glitterheart classes. New students of Glitterheart receive a map and learn a number of secret ways of entering it throughout the city. Its symbol is a heart built of diamonds,

and the school values the ideals of daring heroes, the ones that may be considered **dangers**.

## *Brands*

Magical girls who perform well and are popular among the public will often be offered sponsorship contracts. Those who accept become a part of the world of magical girl branding. They record commercials that play on the massive billboard screens in downtown Serendipity and on TV. They have their faces on products, and toys made based on their transformed forms. They carry the name of the brands that sponsor them on their uniform and are paid to recommend their products to bystanders when saving the city.

Some girls love the exposure and crave for it. They want to be stars and idols and they want everyone to be thinking about them, while others cringe at the thought of being sponsored and reject the visibility.

Many magical girls who take sponsorships will continue to be famous long after losing their powers, and star in talk shows and speak about their experiences as magical girls. Many others will end up traumatized from the visibility, and will avoid being associated with their past selves.

## *Fandoms*

Just like magical girls have sponsorship deals, they also have fandoms associated with them. The most popular ones are barely able to go outside without being hounded by fans recording them and asking for autographs, so they end up developing two different routines for patrols: one for actual villains seeking where they hide their face, and one just for autographs and photos.

Art, videos on social media, fan fiction, and even parodies of songs are made by fans of their favorite magical girls. This has gone too far before, and FEY themselves have had to develop laws to protect magical girls' privacy.

## Double Lives

Some magical girls don't bother with hiding their appearances and will just use their real names while transformed, but some are very careful about their social safety and will take a double identity while doing their jobs as magical girls.

Many schools over the years developed systems to try to keep magical girl's identities hidden and many even offer online learning so they don't have to actually leave their houses and out themselves as magical girls.

Magical girls' transformations offer the option for them to change their facial appearances so they don't have to wear masks and simply take the shape of a different person while transformed. Kids will often try to change the things they are insecure about when transforming like having prettier hair, nicer skin and less acne, but recently there has been a movement to combat transformation-related body dysmorphia and alleviate the pressure on these teenagers to look perfect while saving Serendipity.

## Why Ribbons

Now why ribbons at all? We understand why masks, because it's a mask you wear, it's about the double identity and the way you present yourself to others, but why ribbons in the first place? Is it just because they look pretty and magical girls often wear them?

The whole point is that yeah, they do look nice, but why do magical girls wear them at all? Why do they often wear such unconventional outfits for battle, outfits that make them look more like princesses than fighters?

And yes we understand that people are free to wear whatever they want. People like looking nice and maybe magical girls want to look nice too, they might want to look pretty like it's a power fantasy. But magical girls are fictional characters, they can't want anything besides for what the writers make them want.

So why ribbons? Why would they wear ribbons at all? Well my opinion is not that every single magical girl in serendipity should wear ribbons, but that it represents magical girls as a whole very well. They're young and powerful and they want to look pretty while they save the world in the same way that some might not want to. Some might want to

dress up like princesses while others would like to be more like fighters in practical clothes, but whether they want it or not they live in a society where they're expected to perform. So that's why ribbons.

## *Magical Boys*

I know what you might be thinking: are girls the only ones allowed to be magical? Is there such a thing as a magical boy, or a magical non binary person for that matter? And the question is yes there are.

You're absolutely allowed to play magical kids of any gender. Similar to how the magical genre in real life focuses on women, the majority of magical kids in Serendipity are girls, cis or trans. There is, however, a sizable minority of magical boys and nonbinary kids. Since being a magical kid in Serendipity is primarily associated with girls, those who deviate from the norm will likely face adversity or scorn, which you may or may not want to explore with your character. Make sure to discuss with your table how comfortable people are exploring themes of gender essentialism, transphobia, or homophobia.

## *The Playbooks*

Here are some examples on how to translate the basic playbooks of Masks to Ribbons.

**The Beacon** is all about choosing to be a hero and dealing with the fact that you don't really have powers and that people might not feel like you belong there so playing as someone who is not actually a magical girl, but merely someone wielding artificial magic fits the Beacon very well.

With regards to the drives you don't really have to change them at all and can use them as they are in Serendipity. You can use **C'mon Lucky** to mechanically represent the familiar that accompanies you if you're looking to play a character similar to Madoka in how she didn't have powers, but always had Kyubey with her.

You might also use the Beacon to explore a trans girl who isn't properly a magical girl, but that really wants to be one so she tries her best to fit in with them.

**The Bull** is perfect to be the red themed magical girl. Hot headed, impulsive and probably just a bit not in control of their powers. Many magical girl shows focus on magical girls having crushes on random boys

from their school so you can use the bull's heart to say that a character like that or another magical girl is your lover.

**In a China shop** is a good move to explore the collateral damage that is often inflicted in Serendipity and **Punch everyone** is a great one to reward characters for being impulsive. You can say your character is a magical girl like any other, but you can also say your powers are a product of a fiendish villain who was exploring artificial magic in unethical ways or even that you were made in a laboratory to be part of an army for another villain.

Going back to the idea of morally gray magical girls who do what they want and don't care about saving the city, **The Delinquent** is perfect for that. Maybe your character believes that the world doesn't need her, that it has been through so much and it will survive a bit more chaos and that you can just enjoy your powers cause you're not gonna have them for long.

**Team? What team?** is great for exploring a selfish character that acts for their own benefit and **I don't care what you think!** not only gives benefit for rejecting influence, but can be used very frequently if your character is constantly refusing to obey authorities.

**The Doomed** is perfect to play as a brooding magical girl with a black color motif. There aren't that many examples that come to mind, but think of Homura, except that her powers are also killing her. Also on the subject of killing don't forget that this playbook is about someone doomed to die so you can explore the feelings of fear of dying so young.

For your **Nemesis** you may use an incredibly powerful outworld being. Something extremely powerful and inevitable like the Walpurgisnacht that you might beat if you have enough power of will. For your **Sanctuary** you might just say that it's your room, the only place that you can find privacy, but you can explore the idea that your parents hate the fact that you are a magical girl and being at home is hell so your sanctuary can be your favorite library or somewhere inside the twisted heart of Serendipity.

**The Janus** is especially good for focusing on the double life of magical girls. You can say that your character is a very popular magical girl with a huge fandom, but in real life she is just a normal girl whose parents don't want her putting herself in danger. You can also use this playbook to explore gender and have a Janus that still presents as a boy in real life, but turns into the magical girl of her dreams when transformed.

For your **Secret Identity** there is barely anything to be changed, it already works perfectly translated to magical girls. **I'll save you!** is ideal

if you want to explore a character that is always pushing themselves to help others even if they have to reveal their secret identity and **I am what you see** is good for developing how other characters see you.

**The Legacy** allows for exploring someone whose mother was a magical girl. It is very different from the way masks does it, considering their parent would likely no longer have powers, and all their influence would be psychological, or you can say they are still active and saving people with artificial magic.

Considering differences in setting you can say that for the **Legacy** you only have one person that came before you, but that their impact was so large that everyone has their eyes on you, and you may also name a villain that your parent had a huge rivalry with. **Words from the past** is a good move for getting in contact with your legacy and deciding whether you want to follow them or make your own path.

**The Nova** is about a magical girl who has way too much power and often loses control of it. Constantly pushing herself and getting hurt from using her powers too much, but she just has to do it cause there's people in danger out there and she has to save them!

Your **Flares** are your most iconic skills so choose them wisely and when getting advancements you may choose for more flares, but you may choose for moves from other playbooks that fits the themes of your character. If your magical girl is specially emotional you may even pick the **Bull's Heart** to have a rival and a lover.

Sparkling Ribbon herself was an **Outsider** if you think about it, so you can use her as an inspiration. Someone that comes from a realm of magic that craves something on Earth that they just can't have on their home dimension. Someone who isn't a traditional magical girl as they already have powers naturally, but blend in with magical girls as they are similar to them.

**Alien ways** is good for exploring the culture of your people in contrast with human culture. **The best of them** allows to build a somewhat creepy character that envies how well humans fit in and **Not so different after all** builds a bridge between cultures and gives you benefits from sharing about it.

**The Protégé** is similar to the Legacy except that you're being trained by an older magical girl and inheriting her mantle. You might even say that you're not actually a magical girl and that you're only wielding artificial magic and because of that you have to work extra hard compared to the others.

Your mentor might have been a member of the Sparkling Avengers and they have a vast range of articles on magical fiends you may use with

**Been reading the files. Captain** is a classic one to play as the logical magical girl who wants to lead the team and you may use **Fireside chat** to connect with your mentor and ask advice from them.

I can't really think of an example of a **Transformed** in the magical girl genre, but imagine someone whose transformation was chaotic and that gave them a lot of power in return, but they changed because of it and not changed like they're permanently transformed into a frilly dress or having cat ears, they changed in an undesirable way that absolutely does not make them look cute in any way whatsoever and that really affected their self esteem.

**Not human enough** allows you to take advantage of your transformation to better fight against others even if you hate yourself for it and **Unstoppable** and **Be the monster** does something similar. **Wish I could be** is useful to venting your frustrations about how monstrous you are and **Coming for you** allows for a volatile character that has a lot of repressed rage.