

The Fictional Memoirs of



Harriette Wilson & Her Sisters

The fictional story of four real sisters and their lives
of love, loss, lust, and a little bit of ladylike blackmail.
A single session GM-less game for 3-4 players.



STORYBREWERS ROLEPLAYING

Design: Hayley Gordon

Layout: Vee Hendro

Art: [Amanda Rae](#)



A Memoir...

HARRIETTE WILSON was one of the most celebrated courtesans of the Regency era. When she reached her late thirties, she could no longer find men to lavish upon her the lifestyle she desired.

So, she developed an alternative business plan. She wrote and published a scandalous memoir revealing all the details of her intimacies.

The memoir was published in 12 volumes. Between each, she wrote to her former lovers and generously offered the opportunity to be excluded from her work—provided of course, they paid a substantial sum.

The memoir was a smashing success and a lucrative source of income. So great was the demand that a barrier had to be erected in Stockdale's shop to regulate the crowd that came to buy each new volume.

Harriette had three sisters who shared her unusual profession—her older sister Amy and younger sisters Fanny and Sophia.

IN THIS GAME, you will take on the role of one of the four Wilson sisters, revisiting moments from their fictitious past as they write their memoirs together.

You will also play several of the string of lovers who weaved their way in and out of the sisters' lives.

This game is about four courtesans and their lovers. But this is not a sexually graphic game. Instead, like the memoirs themselves, this is a game about relationships. It is about sisterhood, the passage of time, and the complexities of the human heart.

As Harriette herself said:

“I will be the mere instrument of pleasure to no man. He must make a friend and companion of me, or he will lose me.”

A Note About History

Harriette Wilson published her memoirs in 1825 in England. This time and place form the loose setting for the game. However, historical accuracy is not at all important in play.

Follow the story and don't worry about getting the history right.

Safety

This is a game about intimate relationships and as such, player safety is very important.

For this game, we recommend using [Script Change by Brie Beau Sheldon](#). Take a moment before you start playing to make sure all players understand how it works.

Play Materials

- ✿ Sister sheets
- ✿ Lover sheets
- ✿ A d4
- ✿ A token to represent the active sister (the sister token)
- ✿ A token to represent the player currently playing the lover (the lover token)

NOTE: In this game we have used ♠ to denote the sister token and ♥ to denote the lover token. You could choose the *Queen of Spades* and the *Ace of Hearts* as your tokens.

Playing Online

- ✿ Online play document ([here](#))
- ✿ Online dice roller ([rollforyour.party](#))

NOTE: When playing online, roll a die to randomly determine a lover instead of drawing from a pile.



...of Four Sisters...



The Sisters

- ✿ Amy Wilson
- ✿ Harriette Wilson
- ✿ Fanny Wilson
- ✿ Sophia Wilson

Read all four sister sheets, then choose one. You, and only you, will play this sister for the rest of the game.

Each sister has their own story to tell, their own joys, angers, passions, and persuasions swirled together in a misty soup of memory. Make them your own.

Every family has its history; this one is no different. Form a relationship to each other sister by filling out the relationships on your sister sheet.



Step Summary

Choose a sister to play.
Make them your own.
Form a relationship to each other sister.



Harriette Wilson
SECOND ELDEST, FLIPPANT, MANIPULATIVE

Relationships

✿ <u>Amy</u> took what should have been mine.	✿ <u>Sophia</u> taught me what it means to love.
✿ <u> </u> saved me in a time of crisis.	✿ <u> </u> helped me to forgive.
✿ <u> </u> led me down the wrong path.	✿ <u>I gave up everything for Fanny</u> .

Only make one bond with each other sister. Don't think too hard when choosing, just follow your instincts.



...and their Lovers.

*“Miserably tired was I of Craven, and his cocoa trees,
and his sailing-boats, and his ugly, cotton nightcap...”*



In their time as courtesans, the sisters had many lovers. Some were notable, others nobles. Some were sweethearts and others scoundrels. Some were shared between the sisters, and others secret and jealously guarded. But all could afford the lifestyle the sisters required.



You will now create them together.

The lovers you create may be male, female, non-binary, and use any pronouns or presentation you wish.

Unlike the sisters, the lovers will be played by different people as the game progresses.

Creating the Lovers

To create the lovers, read aloud and complete each step below:

- ✿ Each player takes one lover sheet.
- ✿ On this sheet, write the name and pronouns of a lover, including any titles they may hold (e.g. Duchess, Doctor, Lord). Then, pass that sheet left.
- ✿ On the sheet you received, write the lover’s occupation (or lack thereof). Then, pass left again.
- ✿ On the sheet you received, write a single sentence about the lover’s appearance. Then, place the completed sheets face down in the middle of the play space.
- ✿ Repeat the above a second time, until 6 or 8 lovers have been created (depending on the number of players).
- ✿ Shuffle the completed sheets together and place them face-down in a pile in the middle of the play space.

These are the lovers who will appear in your game. Each in turn will either pay up, or find the juicy details of their lives immortalised in the sisters’ memoirs.

During the game, you will draw lovers randomly from this pile to determine who will appear in the next scene.

Example: Completed Lover Sheet

Different players will define different parts of each lover.

Additional details created during play will be added in the 'As I recall...' section.

Ms. Marybelle Wilcox

NAME

she/her

PRONOUNS

FAMOUS ETIQUETTE BOOK AUTHOR

OCCUPATION

Small cruel eyes and a sly smile

APPEARANCE



AMY
HARRIETTE
FANNY
SOPHIA

AMY
HARRIETTE
FANNY
SOPHIA

AMY
HARRIETTE
FANNY
SOPHIA

As I recall...

.....
.....
.....

...and of course...

.....
.....



Playing the Game

IN THIS GAME, each sister will take turns to explore their connection with a specific lover. But as they do, the relationships between the sisters will also be thrust into focus.

Each turn begins in the present, as a sister sends a letter of blackmail to one of the lovers. We then flash back to a pivotal moment in their relationship.

When you play this game, be as flippant, irreverent, and courageous as Harriette herself.

*But be tender, jealous, mournful, and wistful too.
For no matter our wishes, our hearts just can't help but feel.*

Harriette takes the first turn of the game.

♠ **Give her the sister token. She is the first active sister.**

The person to Harriette's left will play the first lover.

♥ **Give them the lover token.**

A Turn

Each turn consists of three different phases.

THE DEMAND: The lover receives a letter from the active sister containing a scandalous demand (it's money). This phase is skipped if the active sister has already written to this lover.

THE PAST: A scene from the sister's past, exploring the beginning, middle or end of their relationship with the lover.

THE DECISION: A return to the present day. The lover decides whether or not they wish to pay up to be omitted from the memoir.

Each of these phases are described in more detail in the following sections and are also summarised on the turn reference sheet.

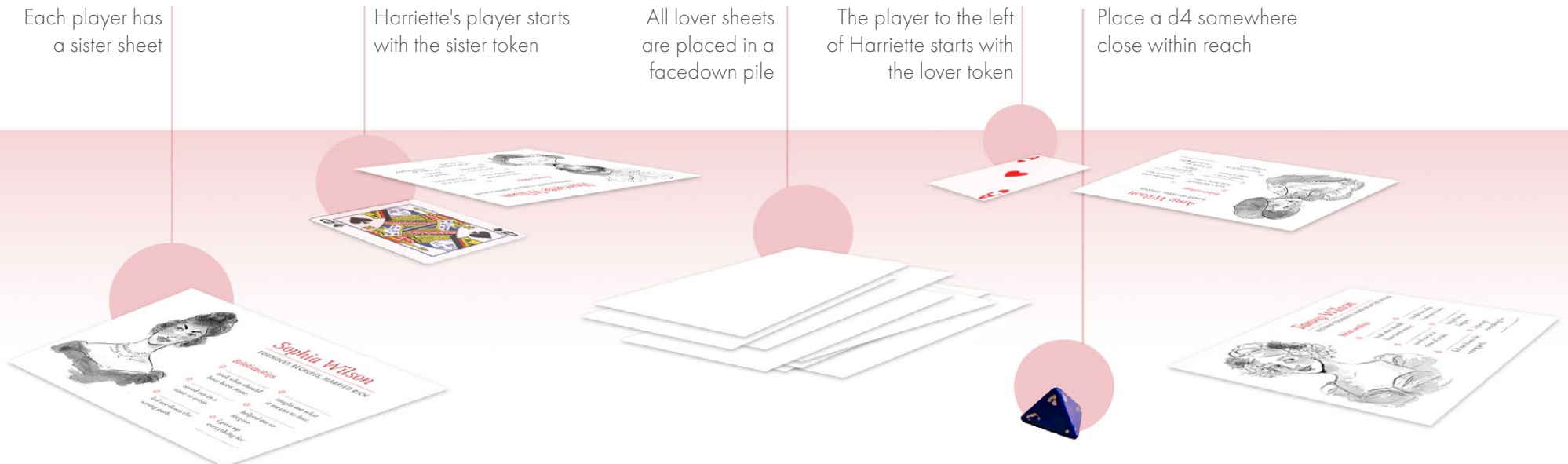
Each player has a sister sheet

Harriette's player starts with the sister token

All lover sheets are placed in a facedown pile

The player to the left of Harriette starts with the lover token

Place a d4 somewhere close within reach





The Demand

The present day. A demanding letter—tender or threatening?

♥ *The player with the lover token draws a lover sheet at random (from anywhere in the stack) to determine who they will play this turn.*

If the active sister has already written to this lover, skip the rest of the Demand phase for this turn.

♠ *The active sister composes (aloud) a letter to the lover about the delicate subject of the upcoming memoir and their inclusion within it.*

The letter should set the tone of the relationship between the sister and lover. It may also reveal clues about their time together.

♥ *The lover then describes a short vignette in which they receive and open the letter.*

This should include details of their appearance, current surroundings, and reaction to the letter. It can include any other details the lover wishes.

Example: Letter

Dear Lilliana,

As you may have heard, I am writing a memoir of my life, of which you played so fond a part. While I cherish the memory of the bath we took in your husband's porcelain tub, others may not share the same sentiments.

Therefore I generously offer you the chance to be omitted from my memoir, in return, of course, for some substantial recompense for my discretion.

Yours always,

H.W.

"They are all rich. I have applied to them and they refuse me the bare means of existence. Must I not strive to live by my wits? You say you have not read even the first part of my book. How do you know that it is severe?"

—Harriette Wilson

The Past

Memories live and breathe as if they were yesterday.

In this phase, the active sister frames a flashback between themselves and the lover. We then see how this scene plays out.

1. Decide when in the relationship the scene occurs

♠ *The active sister decides when in the relationship this scene will occur—the beginning, the middle, or the end.*

♥ *The lover marks the chosen option on their current lover sheet.*

The Beginning	The first time the sister and lover looked upon the other with the eyes of possibility.
The Middle	A time when the two lives are deeply entwined.
The End	The final moments of the relationship—whether they know it yet or not.

2. Determine the focus of the scene

♠ *The active sister rolls 1d4, and finds the result on the scene table (over the page). This reveals the focus of the scene.*

3. Frame the scene

♠ *The active sister frames the scene.*

This is her life, her story, her perspective. She decides where the scene takes place, how it starts, and, if multiple lovers or sisters are involved, when each enters and exits.

4. Play the scene

Show us what happens. The active sister decides when the scene is over.

The Past (2)

Scene Table

1	This scene involves a conflict between the sister and the lover. Or, choose (3) instead.
2	This scene involves genuine affection between the sister and the lover. Or, choose (3) instead.
3	<p>This scene involves a lover, but it is really about the relationship between the sisters.</p> <p>The active sister chooses one of her relationships, this is the moment where it was formed.</p> <p>Both sisters and the active lover must appear in this scene. It is up to the active sister whether they appear at the same time, separately, or both.</p>
4	<p>This scene involves more than one lover.</p> <p>Follow the steps below to introduce the second lover:</p> <p>The player to the left of the current lover (skip over the active sister) draws a lover sheet at random to determine who the second lover will be. They will play this lover.</p> <p>If the lover has not appeared in a scene with the active sister before, repeat THE DEMAND.</p> <p>The active sister decides when in the relationship with the second lover this scene will occur—the beginning, the middle, or the end.</p> <p>The second lover writes her choice on their lover sheet.</p>

The Decision

Memories from another time—are they best forgotten?

After the flashback, we return to the present, to the scene of the lover reading the letter (or similar scene if this step was skipped).

♥ *The lover now dictates a reply to the sister's letter explaining whether or not they wish to pay up to be omitted from the memoirs.*

If they pay up, their lover sheet is removed from the game. Throw it on the floor or tear it into pieces. It is of no importance to the memoir.

♠ *If they do not pay up, the active sister writes a juicy detail about that lover on their sheet. This detail will be included in the memoir.*

If that lover is drawn again, this detail is available to incorporate into the scene.

♥ *The lover sheet is then shuffled back into the pile.*

If more than one lover appeared in the scene, repeat this process for both.

Ending the Turn

♠ *The sister token moves to the left.*

♥ *The lover token then moves to the left, skipping the new active sister, and if the last scene involved two lovers, the player of the second lover.*

Example: Moving Tokens

The active sister moves left from Harriette to Fanny. The lover token moves left from Fanny's player, skipping Sophia's player who played the second lover in the previous scene, and settling on Amy's player.



Example: Adding a Detail to a Lover

Lilliana refuses to pay up. Harriette writes the following on Lilliana's lover sheet: "Lilliana has no natural hair, but wears at all times a wig." The next time Lilliana appears in the story, in a scene between her and Amy, we know she is wearing a wig. Amy pulls it off cruelly in a dramatic scene that ends their relationship.

*As I recall... LILLIANA HAS NO
NATURAL HAIR, BUT WEARS
AT ALL TIMES A WIG.
...and of course...*



Ending the Game



Continue taking turns until either:

- ✿ a lover is drawn that has completed a beginning, middle, and end scene; or
- ✿ only one lover sheet remains

Then, instead of taking a normal turn, move on to the final scene.



The Final Scene

The final scene takes place in the present day.

The past and present collide as the active sister and the lover who triggered the game's end meet face to face. The memories of the past loom over them like a canopy of stars. Have hearts hardened, or does tenderness still linger?

This final scene is framed by the active sister. If she desires, she may include other sisters as well. Do not follow the normal process for this scene; simply frame the scene when everyone is ready.

After the scene ends, the game is over.

Debrief

After the game is done, give everyone a moment or two to shed their characters. Then, gather round and take some time to talk about your experiences.

It's also important to give everyone a chance to talk about anything they would like to raise as a result of your time together.

Playing Again

This game, like all roleplaying games, is different every time you play it.

However, if you want change the game further, you can replace the descriptions of the sisters with words of your own choosing.

Alternatively, you can use the same words but rearrange them between the sisters.

Resources

Actual Play

- ✿ [GauntletCon](#) (Oct 22, 2018)
- ✿ [Playtest](#) (Apr 3, 2018)

Credits



Storybrewers Roleplaying

Design: Hayley Gordon

Layout: Vee Hendro

Art: [Amanda Rae](#)



Support from
our wonderful Patrons

With amorous love and dedication to
Harriette Wilson, the author of the
Memoirs of Harriette Wilson.



Sister Sheets ♠



Amy Wilson

ELDEST, FEARLESS, JEALOUS

Relationships

- | | |
|---|---|
| ✿ _____
took what should have been mine. | ✿ _____
taught me what it means to love. |
| ✿ _____
saved me in a time of crisis. | ✿ _____
helped me to forgive. |
| ✿ _____
led me down the wrong path. | ✿ I gave up everything for _____. |



Harriette Wilson

SECOND ELDEST, FLIPPANT, MANIPULATIVE

Relationships

- | | |
|---|---|
| ✿ _____
took what should have been mine. | ✿ _____
taught me what it means to love. |
| ✿ _____
saved me in a time of crisis. | ✿ _____
helped me to forgive. |
| ✿ _____
led me down the wrong path. | ✿ I gave up everything for _____. |



Fanny Wilson

SECOND YOUNGEST, KIND-HEARTED, DYING

Relationships

- | | |
|---|---|
| ✿ _____
took what should have been mine. | ✿ _____
taught me what it means to love. |
| ✿ _____
saved me in a time of crisis. | ✿ _____
helped me to forgive. |
| ✿ _____
led me down the wrong path. | ✿ I gave up everything for _____. |



Sophia Wilson

YOUNGEST, RECKLESS, MARRIED RICH

Relationships

- | | |
|---|---|
| ✿ _____
took what should have been mine. | ✿ _____
taught me what it means to love. |
| ✿ _____
saved me in a time of crisis. | ✿ _____
helped me to forgive. |
| ✿ _____
led me down the wrong path. | ✿ I gave up everything for _____. |

Lover Sheets 1

NAME

PRONOUNS

OCCUPATION

APPEARANCE



As I recall...

...and of course...

AMY	AMY	AMY
HARRIETTE	HARRIETTE	HARRIETTE
FANNY	FANNY	FANNY
SOPHIA	SOPHIA	SOPHIA

NAME

PRONOUNS

OCCUPATION

APPEARANCE



As I recall...

...and of course...

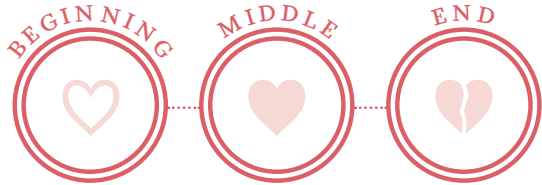
AMY	AMY	AMY
HARRIETTE	HARRIETTE	HARRIETTE
FANNY	FANNY	FANNY
SOPHIA	SOPHIA	SOPHIA

NAME

PRONOUNS

OCCUPATION

APPEARANCE



As I recall...

...and of course...

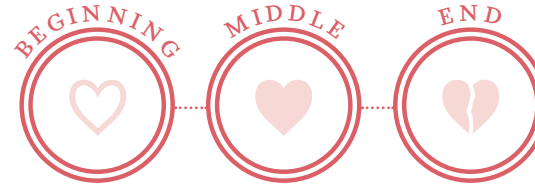
AMY	AMY	AMY
HARRIETTE	HARRIETTE	HARRIETTE
FANNY	FANNY	FANNY
SOPHIA	SOPHIA	SOPHIA

NAME

PRONOUNS

OCCUPATION

APPEARANCE



As I recall...

...and of course...

AMY	AMY	AMY
HARRIETTE	HARRIETTE	HARRIETTE
FANNY	FANNY	FANNY
SOPHIA	SOPHIA	SOPHIA

Love Sheets 2

NAME

PRONOUNS

OCCUPATION

APPEARANCE



As I recall...

...and of course...

AMY
HARRIETTE
FANNY
SOPHIA

AMY
HARRIETTE
FANNY
SOPHIA

AMY
HARRIETTE
FANNY
SOPHIA

NAME

PRONOUNS

OCCUPATION

APPEARANCE



As I recall...

...and of course...

AMY
HARRIETTE
FANNY
SOPHIA

AMY
HARRIETTE
FANNY
SOPHIA

AMY
HARRIETTE
FANNY
SOPHIA

NAME

PRONOUNS

OCCUPATION

APPEARANCE



As I recall...

...and of course...

AMY
HARRIETTE
FANNY
SOPHIA

AMY
HARRIETTE
FANNY
SOPHIA

AMY
HARRIETTE
FANNY
SOPHIA

NAME

PRONOUNS

OCCUPATION

APPEARANCE



As I recall...

...and of course...

AMY
HARRIETTE
FANNY
SOPHIA

AMY
HARRIETTE
FANNY
SOPHIA

AMY
HARRIETTE
FANNY
SOPHIA

Turn Reference

When you play this game, be as flippant, irreverent, and courageous as Harriette herself...

...but be tender, jealous, mournful, and wistful too. For no matter our wishes, our hearts just can't help but feel.

THE DEMAND

*The present day.
A demanding letter—
tender or threatening?*

♥ Draw a random lover

The active lover draws a sheet at random. If the active sister has already written to this lover, skip the rest of this demand phase.

♠ Compose the letter

The active sister composes (aloud) a letter making their demand.

♥ Lover receives the letter

The lover describes a short vignette in which they receive and open the letter.

THE PAST

*An earlier time.
Memories live and breathe
as if they were yesterday.*

♠ ♥ Beginning, middle or end?

The active sister decides when in the relationship this scene will occur. The lover marks this option, along with the sister who chose it, on their lover sheet.

♠ Roll 1d4 to determine scene focus

The active sister rolls 1d4 and consults the **SCENE TABLE** to find out the focus of the scene.

♠ Frame and play out the scene

The active sister decides where the scene takes place, how it starts, and, if multiple lovers or sisters are involved, indicate when each enters and exits. Play out the scene and show us what happens. The active sister decides when the scene is over.

THE DECISION

*Memories from
another time—
are they best forgotten?*

♥ Compose a letter in reply

The lover now dictates a reply to the sister's letter explaining whether or not they wish to pay up to be omitted from the memoirs.

If they **PAY UP**, their lover sheet is removed from the game. Tear it into pieces, throw it on the floor. It is of no importance to the memoir.

If they **DO NOT PAY UP**, the active sister (♠) writes a juicy detail about that lover on their lover sheet. This detail will be included in the memoir.

♥ Shuffle the sheet back into the pile

If more than one lover appeared in the scene, repeat **THE DECISION** for them as well.



Scene Table

1 This scene involves a conflict between the sister and the lover. Or, choose (3) instead.

2 This scene involves genuine affection between the sister and the lover. Or, choose (3) instead.

3 This scene involves a lover, but it is really about the relationship between the sisters. The active sister chooses one of her relationships, this is the moment where it was formed.

Both sisters and the active lover must appear in this scene. It is up to the active sister whether they appear at the same time, separately, or both.

4 This scene involves more than one lover. Introduce a second lover, by having the player to the left of the current lover (skip over the active sister) follow the steps in **THE DEMAND**.

The active sister also decides when in the relationship with the second lover this scene will occur—the beginning, the middle, or the end. The second lover marks the choice on their lover sheet.

Ending the Turn

♠ The sister token moves to the left.

♥ The lover token then moves to the left, skipping the new active sister, and if the last scene involved two lovers, the player of the second lover.

It is now the next active sister's turn.