

The background of the entire image is a mosaic of small, irregular tiles in shades of grey, black, and white, arranged in a pattern that resembles a stylized, swirling design. Overlaid on this is a large, semi-transparent pink rectangle with rounded corners. The text is centered within this pink area.

Mrs. Hawking

The Role-Playing Game

powered by FATE

Accelerated

Matt Weber ♥ KN Granger

Based on the dramatic production by Phoebe
Roberts

Introduction

Mrs. Hawking is a compelling serialized drama that combines the adventure and mystery of Sherlock Holmes with unique feminist characters. This marriage of concepts means keeping the thrilling elements of the traditional Victorian whodunnit, while creating a pleasant diversion from the canonically patriarchal elements of the Holmes stories. Not rightly called a pastiche, *Mrs. Hawking* as a character only bears superficial similarity to the great Sherlock Holmes, and instead she has a much deeper backstory and motive than Sherlock ever did. Moreover, in her work, there is no man to pave the way for her - every battle she fights and wins, she wins by her own virtue alone.

In this way, *Mrs. Hawking* emerges victorious, defining a new class of heroine from a stew of Sherlockian look-alikes and Sherlockian romantic figures (looking at you, Mary Russell!). Indeed, Sherlock Holmes doesn't exist in *Mrs. Hawking*'s world - she is her own hero, and the story is about how she comes to trust others to support her in doing important work for the underserved. And mostly, it is about how she heroically fights the patriarchy. Not dissimilar to *Miss Fischer's Murder Mysteries* in terms of the feminist ass-kicking, knife-wielding, and puzzle-solving, *Mrs. Hawking* is a story that many feminist Sherlockians have been craving. And it's clear that many of the women in the stories have also craved this, too.

Mrs. Hawking, therefore, is ripe to be written into other media. While it only exists as theatre at this point in time - early 2016 - we can't wait for a *Mrs. Hawking* book, musical, tv-show, podcast... or all of the above? In this vein, constructing a *Mrs. Hawking* tabletop role-playing game seemed like a no-brainer. The adventuring aspect of the show, the well-plotted character development, and the interesting scenarios all lend themselves easily to a RPG format.

[Fate Accelerated](#) is an RPG that makes an excellent fit for *Mrs. Hawking*: It's pulpy and heroic, but not silly. Also, everything the characters do reflects their individuality; the Approaches system means there's no split between personality and skills. Also, Fate accelerated can be used for a variety of formats: each session should be a satisfying adventure, but there are many tools available for creating a longer campaign.

We are distributing this RPG with the permission of the creator of *Mrs. Hawking*, Phoebe Roberts. We hope you enjoy this game, and we also encourage you to check out the *Mrs. Hawking* website: <http://www.mrshawking.com/>

This work is based on [Fate Core System](#) and Fate Accelerated Edition, products of Evil Hat Productions, LLC, developed, authored, and edited by Leonard Balsera, Brian Engard, Jeremy Keller, Ryan Macklin, Mike Olson, Clark Valentine, Amanda Valentine, Fred Hicks, and Rob Donoghue, and licensed for use under the [Creative Commons Attribution 3.0 Unported license](#). We copied this attribution from the FateSRD.com website.

-Matt Weber and KN Granger

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Name: Mrs. Victoria Hawking

Aspects

High Concept: Feminist Ninja Problem-Solver

Trouble: Sees the worst in people

Other: Mary must replace me when I'm gone, "Tear it all down," Widowed recluse

Approaches

Careful: +1

Clever: +2

Flashy: +0

Forceful: +3

Quick: +1

Sneaky: +2

Stunts

1) *Amazing Powers of Observation:* Whenever I meet a new character and Cleverly Create An Advantage, I will learn *two* of the target's Aspects on a success or success with style, including their most secret Aspect.

2) Because *They Rarely Look Up*, I gain +2 when Forcefully Attacking from a hidden position above my target.

3) Because I am *Tough As Nails*, once per session I can treat a Moderate or Severe consequence as one grade less serious for one scene. This does not affect healing / recovery time, nor available consequence slots.

Refresh: 3



Stress: __ __ __

Mild Consequence:

Moderate Consequence:

Severe Consequence:

Name: Mary Stone

Aspects

High Concept: Mrs. Hawking's Servant and Protégé

Trouble: Soft-Hearted

Other: The Good Sense the Lord Gave Me, Been a Servant My Whole Life, Grew Up In India

Approaches

Careful: +0

Clever: +3

Flashy: +1

Forceful: +2

Quick: +2

Sneaky: +1

Stunts

- 1) Because *No One Notices The Help*, once per session I can appear in a scene where domestic servants would be present without needing to roll to gain access.
- 2) Because I am *Deadly With A Poker*, I gain +2 to Forcefully Attack with my signature weapon.
- 3) Thanks to my *Surprising Acting Talent*, once per session I can successfully imitate the accent, bearing, and mannerisms of someone of a different class, station, or profession without a roll.

Refresh: 3



Stress: __ __ __

Mild Consequence:

Moderate Consequence:

Severe Consequence:

Name: Nathaniel Hawking

Aspects

High Concept: Mrs. Hawking's Loyal, Concerned Nephew

Trouble: Leap Before Looking

Other: Respectable Family Man, Idolizes (and Resembles) the deceased Colonel Hawking, Budding Feminist

Approaches

Careful: +1

Clever: +2

Flashy: +2

Forceful: +0

Quick: +3

Sneaky: +1

Stunts

1) Because I am a *High Society Gentleman*, once per session I can secure an invitation for myself and my wife to an important cultural event.

2) Because I am a *Former Military Accountant*, I gain +2 to Cleverly Overcome any obstacle involving financial ledgers, bills of sale, and the like.

3) Because I am *Loyal To A Fault*, once per session I may take an Attack aimed at another character, substituting my Defend roll for the original target's if mine is higher.

Refresh: 3



Stress: __ __ __

Mild Consequence:

Moderate Consequence:

Severe Consequence:

Mrs. Hawking Scenario Generator

GMs: to prepare a Mrs. Hawking adventure, roll once on each column of the table. (For more variety, you can roll twice on the second and fourth columns, to mix and match the adjectives.) You may have to do some interpreting in order to make sense of all the results. For instance, if the implied perpetrator of a particular crime is not the rolled villain, perhaps the villain is the patron of the one who actually did the deed. Or, if the victim has been placed in an asylum or otherwise rendered unable to communicate, the person who actually approaches Mrs. Hawking might be a friend or family member. However, if you truly can't make all of the rolled results work together, feel free to reroll one or more of them. Furthermore, note that the Twist will only sometimes be apparent to the heroes at the start.

We recommend using these die rolls to prepare ahead for sessions, so you can flesh out the names and other details of the scenario. Unless you are a supremely confident improviser, you may find the game is more fun if you take about a half hour to prepare. Good campaign Aspects include "Oppressive Social Roles" and "Heart of the Empire."

Roll (3dF)	Client	Outrage or Distress	Villain	Twist
— — —	Humble lowly washerwoman	Rape	The Queen	Client is pregnant with villain's child
— — 0	Elegant railroad tycoon's wife	Blackmail	Smarmy financier	Villain has diplomatic immunity
— 0 —	Intrepid archaeologist	Forced to stay in abusive marriage	Self-aggrandizing quack	Villain has airtight alibi
— 0 0	Snarky barmaid	Put into asylum	Indifferent factory owner,	Client lying about important detail
— + —	Sultry lady of the night	Prevented from marrying desired husband	Grandiose railroad tycoon	Death of a witness
— — +	No-nonsense nurse	Suspicious of "perfect" new suitor	Brilliant but insane inventor	Death or disappearance of the client
— 0 +	Caring rural schoolmarm	Denied inheritance	Overzealous constable	Villain has hidden hideout
— + 0	Hardworking curio shop owner	Husband cheating	Gossip mongering tea shop owner	Villain surrounded by armed men at all times
— + +	Idealistic suffragette	Husband involved in crime / underworld	Cruel lady of the manor	Villain is insanely wealthy
0 — —	Flighty aging socialite	"Haunted"	Strict abbess	Villain is important member of the House of Lords
0 — 0	Inscrutable foreign dignitary	Inherited mansion with troubled past	Overbearing parent	Heroes face extremely tight deadline
0 0 —	Dramatic famous opera singer	Family heirloom stolen	Corrupt bureaucrat	Client has speech or sensory disability; usually not considered credible

0 0 0	Resolute orphan (with younger siblings)	Mysterious death of employee or coworker	Fire-breathing preacher	Villain is extremely sympathetic to society
0 + —	Pious domestic servant in a manor	Received threatening note/package	Cruel (step?) sibling	Heroes have been poisoned
0 — +	Mousy worker in a typing pool	Forced religious conversion	Gaslighting lover	Weather is disastrous; getting around near impossible
0 0 +	Enterprising tailor or haberdasher	Needs an abortion	Charming womanizer	Police also investigating
0 + 0	Secretive “confirmed spinster” (i.e. lesbian)	Preyed on by doctor or cleric	Dastardly criminal mastermind	Heroes need something from the Villain
0 + +	Questioning nun on the run	Being slowly poisoned	Treacherous noble	Villain is an old friend or relative of the Heroes
+ — —	Forward-thinking globetrotting artist	Child or other relative disappeared or kidnapped	Unctuous foreign dignitary	Villain has a second, secret identity
+ — 0	Severe governess to an important family’s children	Falsely accused of murder	Washed up war hero or athlete	Villain has access to advanced / unusual technology
+ 0 —	Friendly farmer’s wife	Needs to escape England	Conniving under-butler	Villain has special training
+ 0 0	World-weary vicar’s wife	Left at the altar	Brazen butcher	Crime was committed long ago or trail is cold
+ + —	Hotheaded teenage musical prodigy	About to be forced into an arranged marriage	Scheming aide to a member of Government	Heroes have major conflicting social or family responsibility
+ — +	Brilliant author or poet who publishes under a male name	Overheard criminal plans but is not believed	Lively sybarite	Crime was apparently “impossible”
+ 0 +	Fierce daughter of an immigrant	Relative or friend unable to obtain needed medical attention	Pernicious poet / journalist / author	Client misidentified her attacker
+ + 0	Frightened circus performer	Husband killed in action; widow not receiving pension	Dour dockworker	Someone innocent will be harmed by Villain’s ruin
+ + +	Embarrassed high-ranking noble	Joined military disguised as a man and now at risk of exposure	Failing farmer	Apparent Villain turns out to be a puppet