



An InSpectres micro-supplement by Jared A. Sorensen

About UnSpeakable

This 2-page "micro-supplement" is written to accommodate weird tales of horror, madness and woe in the vein of H.P. Lovecraft (and his admirers).

The basic play structure is that of InSpectres, except flavored with a 1920's setting. Rather than agents working out of a company, the characters are people who have been called together to investigate the Unknown.

Naturally, there are changes to the basic rules of InSpectres.

Skills

All the skills found in InSpectres have been removed, save one. That sole attribute is Sanity: mental health and well being, as well as the ability to separate fantasy from reality. Your character will start the game with ten dice in his or her Sanity skill.

The Pit

Sanity dice are only rolled when the character is trying to stay sane. In any other situation where the outcome is Unknown, the players must draw dice from a communal pool called "The Pit" (you can also call it "The Pit of Nameless Fear," "The Abyss," "The Creeping Tomb," or whatever).

The number of dice in the Pit depends on the steadfastness and ability of your characters. The usual motley assortment of occultists, antiquarians and ne'er-do-wells will have access to thirty dice (six dice per player). A Pit containing between ten to twenty dice is suitable for characters of uncertain ability. Members of the elite can have as many as fifty dice in The Pit (ten dice per player). When The Pit is empty, all actions will be treated as if a high 1 was rolled.

Talents

Talents remain unchanged, save for the fact that they must be appropriate to a 1920's setting. This means that even if The Pit is devoid of dice, the character can still make use of his or her Talent die.

Stress

The rules for stress have changed, and are indeed vital to the success of the game. Whenever a stress roll is called for by the GM, it's defined as one of the following:

- **Nameless Dread:** the player should roll a single Sanity die.
- **Dark Despair:** the player should roll ½ his or her remaining Sanity dice.
- **All-Encompassing Terror:** the player should roll all of his or her remaining Sanity dice.

Unlike InSpectres, the result of each die is taken into consideration.

- For each 1 that is rolled, a Sanity die is lost.
- For each 6 that is rolled, a die is added to The Pit.

When characters lose Sanity, they become one step closer to Insanity (and their demise). Strangely enough, this process also makes the characters stronger, smarter and more capable.

UnSpeakable Skills

For each Sanity die that the characters lose, they may gain one skill dice in any of the following UnSpeakable skills:

- **Cyclopean Mysteries:** forbidden knowledge gleaned through dark tomes and ancient rites. Treat this as a form of the Academics skill.
- **Inexorable Strength:** unearthly stamina fueled by a growing, raging madness. This skill corresponds with InSpectres' Athletics skill.
- **Weird Geometries:** insights into the terrible and alien nature of space and time. This skill covers the same ground as the Technology skill.

When tasked with a skill roll, the player may automatically roll an appropriate UnSpeakable skill. Talent dice and dice gained from The Pit may be used to augment this roll. Players may not use the "Taking 4" or Teamwork options when using UnSpeakable skills. So begins the endless descent into madness!

Insanity

Once a character has gone permanently insane, the player continues to play but now as an antagonist (either using their insane character or acting as the GM's malicious assistant!).

Death

If a player ever rolls a high 1 and is involved in a dangerous conflict, he must immediately spend a Sanity die or he *will* die. This includes not being able to roll any dice because of an empty Pit.

Confessionals

Confessionals exist in UnSpeakable as "letters." They can be diary or journal entries, postal letters or nearly anything else that is written down. Players should speak their Confessionals aloud as if writing it out for another person to read.

Ending the Game

A game of UnSpeakable cannot be wrapped up until at least one character has gone *permanently insane*. If a new game is started with the surviving characters, The Pit is restored to its full complement of dice...but the characters' scores remain as they were at the end of the last game.

Credits

Written by Jared A. Sorensen, with additional material by Zak Arntson
Inspired by the *Call of Cthulhu* role-playing game

Images taken from <http://www.danvers-state-ia.com/index.html>