

FRENZY and WHAT THE HELL IS GOING ON

Frenzy is a game of fast action, inspired by John Woo's "The Killer" and other rapid action movies. Make your actions and character both cinematic and stylish. The "Being Boring" rule says that boring, repetitive and unimaginative actions can automatically fail.

Each character is a patient in a high-security asylum in a near-future Edinburgh. You believe you are housed underground as your cell has no windows and the guards call your ward "the basement." Life here is a sterile, living hell and you will want to escape given the chance.

Some strange things have been going on recently: a false fire alarm a few weeks ago and since then the guards have been very edgy. Tonight it has all kicked off. You felt and heard a loud "THUMP" in the floors above and since then strange noises have been heard – moaning, wailing and screaming guards. The lights have flickered and gone out, quickly replaced by emergency lighting. With a click, the secure door to your room has opened...

Making A Check

Checks are made using the "Reverse Roll" game mechanic.

- Roll d100.
- If the units die is equal to or under the target number then you have succeeded.
- If the units die is greater than the target number then you have failed.
- A roll of 01–05 is always a failure and is termed a "Catastrophe" (you then make a further LCK check: a failure on this means something bad will happen).
- If you have succeeded you then consult the Frenzy Chart on your character sheet.

Further notes.

- AIM is used for checks involving ranged combat and spotting things.
- STK is used for checks involving close combat and general agility.
- BLD is used for checks of physical strength and endurance. Your HP equals BLD.
- GUT is used for checks of mental strength and stamina. Your SP equals GUT.
- INT is used for checks involving wits, instinct and general perception.
- LCK is used for testing your fortune and for when Fate looks upon you.

- You have one characteristic that is your forte, this will be circled on your character sheet. On tests of this characteristic you may, if you wish, "switch" the roll. A roll of 19 (which would fail if your target number was 8 or lower) could be read as a roll of 91 (which would succeed).

- Combat has no order of "initiative". The first person to declare an action in combat goes first. All of their "side" then act (I normally go from left to right). It is then the turn of the opposite side. (If there are more than two sides in a combat then the sides will take turns in the order they initially attempted to act).
- You may "avoid" all attacks made in close combat against you by making a test of STK. If you at least match the opponent's success then you avoid all damage from the blow. If you succeed but do not match the level of success then the opponent's level of success is dropped by one.
- You may attempt to "avoid" all ranged combat and area effect attacks made against you with a test of LCK.
- If you Catastrophe an "avoid" roll then the level of damage gets worse by at least one level of success. There may be other unpleasant effects too.

You Are The Screamer

Pick a gender for your character. You might want to pick a name too, but the other patients will probably know you only by the creature on your overalls (e.g. Lion). They will also know that one of the patients is "The Screamer", but they will not know that it is you.

Customizing Your Character

Allocate 5 extra points to your Attributes. The highest value for an Attribute is 9. Invent a background for your character and pick 6 skills from the list that flesh out this idea.

Take 2 Frenzy chips from the pile on the table. You can spend these to change the outcome of events. The referee may award you extra Frenzy chips during the game.

Disadvantage: Madness

You are absolutely crazy. You see the world in a way that no one else does, and hear things that no one else hears. You've long forgotten the time when you were sane. Perhaps you never were. Your sleep is turbulent and filled with nightmares, and you are known to others in the asylum as The Screamer.

You spend all day and night in your room. You are laughed at by the guards, warily left to contemplate your life. Sometimes you have memories of a more peaceful time in your life: a time when you were happy. Then it all goes wrong, and the screaming begins.

The Others

No one on the block gets to mix together so you know the other inmates by their actions and things you have heard about them. The other inmates are as follows.

- **The Doll**

A sick concept of this near-future age. This inmate is an artificial life, known as a Synth, Synthetic, Fleshbot, Doll or Plastic. You saw some in Amsterdam once (or was it Cologne?), working in the sex trade pleasuring for all their programmed worth. Others work in mines or in jobs that humans just don't want to do any more. You never knew they had minds of their own, or even that they could go mad. You once heard a guard talk about a shooting trip: he spent a week in Russia shotgunning Plastics for fun. Yeah, he used to tell that story over and over to the Doll. Cost him a pretty penny, he said. Never had so much fun, he said. You never figured that they would put a mad one in an asylum, surely they'd just switch it off or something. Or just send it to Russia.

- **The Murderer**

You have heard one of the doctors talking about this one. Went and killed almost their entire family. The one surviving family member had them thrown in here. Whoever it is, you figure they have to be sedated almost all of the time. Heavily sedated. They didn't even batter on their door (like the rest of the ward did) when the fire alarm went off a couple of weeks ago. The Murderer must have been asleep or out cold (you're sure they're not deaf, the guards taunt them like everyone else in here). Your ears rang for hours afterwards. Through the shrill pain you heard a doctor arrive and visit the Murderer. Maybe the Murderer just sat there through the alarm staring at the wall, ignoring the noise and thinking, just thinking.

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- **The Victim**

This is the patient in the basement that gets treated most like dirt by the guards. They must be resigned to their Fate because they just let it happen. For the last few weeks the doctors and guards have been muttering about The Victim. Apparently the Victim was predicting that the motherload was going to come down on everyone, real soon. Not that you take whatever the crazies in here say as gospel. But since it all just hit the fan in the last hour maybe they know what is coming down, and how bad. I bet the guards were wishing they had listened a little harder to the Victim instead of laying on the beatings blow by bloody blow.

- **The Target**

All you know about this one is that the police and military have been visiting this inmate, who you know as the Target. The rumour going through the doctors is that someone of note, a shadowy figure with connections, wants the Target dead. There is a special rotation of guards and doctors who deal with the Target. Or maybe it's all just rumour. In any case none of the guards you have contact with are let anywhere near the Target. Maybe they're contagious or something. Or so mad that they need incredibly specialised care.

You Are The Doll

Pick a gender for your character. You might want to pick a name too, but the other patients will probably know you only by the creature on your overalls (e.g. Lion). They will also know that one of the patients is “The Doll”, but they will not know that it is you.

Customizing Your Character

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Disadvantage: Code Against Killing

You are an artificial life, and you are known to others in the asylum as The Doll.

In this near-future age robots are not so uncommon and they are known as Synths, Synthetics, Fleshbots, Dolls or Plastics. You are near-indistinguishable from a human. Some Dolls work in Amsterdam in the sex trade, while others work in mines or in jobs that humans just don't want to do any more. People think that you don't have minds of your own, but you do. You ended up almost losing yours when a businessman started playing with your memories.

It was a semi-legal business operation transporting information and it all went pear-shaped about 9 months ago. The police investigated but rather than throw you in jail they put you in the asylum – after all you hadn't actually committed any crime. The case must be tied up in paperwork. You have no idea how long they will leave you here and whether they will decide to just switch you off one day.

Life has been unpleasant here. One of the guards told you about a shooting trip he went on: he spent a week in Russia shotgunning Plastics for fun. Yeah, he used to tell that story over and over. And how it cost him a pretty penny. And how he never had so much fun.

You have a programmed code against killing and you will find it hard to bring yourself to kill someone even when your life is in danger. However, you can and do defend yourself.

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- **The Screamer**

This inmate is absolutely crazy. They are known as the Screamer because of their high-pitched wailing. It makes you shudder in the middle of the night, or at a random time of day. Even with padded walls you are disturbed by the incoherent sobbing and moaning of the Screamer. The guards just laugh but it is no laughing matter. This inmate is trouble and unpredictable, they have problems and they haven't been getting any help in here to deal with them.

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- **The Target**

All you know about this one is that the police and military have been visiting this inmate, who you know as the Target. The rumour going through the doctors is that someone of note, a shadowy figure with connections, wants the Target dead. There is a special rotation of guards and doctors who deal with the Target. Or maybe it's all just rumour. In any case none of the guards you have contact with are let anywhere near the Target. Maybe they're contagious or something. Or so mad that they need incredibly specialised care.

You Are The Murderer

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Disadvantage: Addict

You are addicted to drugs. Bad, bad drugs. The kind of drugs that really screw you up. When under the influence of these drugs you have done very bad things. When starved of these drugs you have done worse. Right now, you've not had a hit in a while...

One time you went and killed almost your entire family. You may have had your reasons. Now you're not sure. It is all a bit of a blur. The one surviving family member had you thrown in here. These past few years you have been sedated almost all of the time, and at great expense. Where the money is coming from may or may not be known to you.

A few weeks ago a fire alarm went off. You were so out your face that you just sat through it all in silence. The other inmates battered on their doors, but not you. You watched motes of colour dance to the tune of the klaxon. A shrill pain filled you head for hours afterwards. You were just thinking of how to get out of here.

The Others

No one on the block gets to mix together so you know the other inmates by their actions and things you have heard about them. The other inmates are as follows.

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Disadvantage: Doomed

You are the patient in the basement that gets treated most like dirt by the guards. You are resigned to your Fate because you are Doomed. At some point soon you are destined to die and you know it is coming. This has given you a release that you have never had before. For the last few weeks you have been predicting that the motherload was going to come down on everyone, real soon. Not that anyone listened. But it all just hit the fan in the last hour so it looks like your time is drawing near. I bet the guards were wishing they had listened a little harder to you instead of laying on the beatings blow by bloody blow.

Bastards.

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Disadvantage: Hunted

The police and military have been visiting you ever since you got put in here. You used to be one of them – or you at least used to work for them. But things have changed. Now you are partly mad (although that could be *caused* by the asylum), but mostly you are here because you wouldn't be safe in a regular jail.

A shadowy figure, with really powerful connections, wants you dead. A compromise for the recent past has been that you have been taken out of the loop and placed in the basement of this asylum. But that could only satisfy for so long. Even with your special guards and doctors it was only a matter of time before an attempt was made on your life. Given what has happened in the last hour you are preparing yourself for trouble. You have an automatic pistol and two clips of extra ammunition that the military have left you.

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