

FRENZY: FAST ACTION

WHAT IS FRENZY?

Frenzy: Fast Action is the condensed and updated version of the 1995 British roleplaying game **Frenzy**. Originally written by William E. Worthey & Gregor Hutton, **Frenzy: Fast Action** is edited by Gregor Hutton to bring this game of rapid action and adventure to a new generation of roleplayers.

THE GAME OF FAST ACTION

Within minutes of reading **Frenzy: Fast Action** you and your friends will be roleplaying adventures where death or victory are only a heartbeat apart and a dice roll away. **Get Frenzied!**

JENNY'S TAIL...

Jenny Ju-Jitsu glanced sideward at the reflection in the shop window as she strode down Clancy & Vine Avenue. There he was, an indistinct figure shimmering some distance behind but getting closer. He had been following her every step for the past four blocks but now they were both on Clancy & Vine: Jenny's turf. And no one messed with Jenny Ju on her patch.

Jenny slowed her pace down, idly stopping to speak to a little chocolate-smearing girl begging like Oliver for more, before dropping some coins in her cap and then sauntering over to the shoe-shine boy to catch up on the result of the big fight. It had its effect, the tail was now only a few metres behind her shoulder, and the clip-clip-clip of his shoes could be heard as he stepped on to the pavement.

'Please sir, may I have some more?' the little girl asked.

Jenny backflipped off the shoe-shine boy's soapbox and flew majestically several feet in the air before striking the man, a well-built figure, with a crescent moon kick across the face. The blow rang out as bone cracked on bone to the tune of one to three teeth, a serious wound for sure and a hefty dental bill.

'Who are ya creep? Answer quick or it'll be soup for you,' snapped Jenny, her right hand raised menacingly – ready to deliver a lethal Ju-Jitsu chop. The guy looked stunned.

'Jenny, it's me Griff, yer boyfriend,' he spat through blood and broken teeth. A picture of Jenny and Griff fell from his grasp inscribed with the words 'Me'n'Griff – Summer in New Paris' written clearly in Jenny's handwriting.

'Aw, Drake,' thought Jenny. The realization was dawning that the half-empty bottle of Ju-Jitsu seeds in Jenny's pocket must really be fraggin' with her memory and Griff's teeth were proof positive. She had to get some help on this one.

'You don't even look my type... but come on. I know a good Doc, and it won't just be you that he's checking.'



ROLEPLAYING

Roleplaying is a spoken-word game, a bit like *improvisational radio theatre* (thanks to *John Tynes* and *Greg Stafford* for that concept) where the dialogue is invented unscripted by **players** (typically 3–5) all **playing** one **role** each (called a **Player Character** or **PC**) and moderated by another participant called the **Principal**, who applies the rules, plans the rough story and describes the game world. The Principal also plays all the incidental characters (**Non-Player Characters** or **NPCs**).

D10s

To play **Frenzy: Fast Action** you will need two ten-sided dice (known as **D10s**), which can be bought from games shops or by mail order. The dice are numbered 1–10, although there are dice available that are numbered 10–00, which are excellent for using as the ‘tens’ die on a **Reverse Roll** (see below).

THE REVERSE ROLL

The **Reverse Roll** is the fundamental game mechanic of **Frenzy: Fast Action**. To make a Reverse Roll follow these steps.

- Find out what you are testing with the Reverse Roll.
- Determine what the **target number** is.
- Pick up two d10s.
- Declare which d10 is the units die and which is the tens die.
- Roll the dice together on to a flat surface like a table or hardback book.
- Look at the units die – if it is greater than the target number then the test has failed. A ‘0’ is treated as a ten not a zero.
- If the test is not failed (i.e. the units die is equal to or less than the target number) then read the dice as a percentile number (i.e. tens then units, reading a ‘0’ as zero, i.e. ‘8’ and ‘0’ equals ‘80’).
- Consult the **Frenzy** result table and read off the ‘**type of success**’ that your percentile number matches with, if the test failed then check the chart to see if it was a Catastrophe, as a percentile roll of 01–10 **always** indicates that *something bad* has happened irrespective of whether the test was ‘passed’ or ‘failed’. However, *really bad things* do not happen unless you also fail (or even Catastrophe!) a further Luck test. Even if this Luck test is successful (perhaps even Fantastically so) that does not mean the character goes unpunished, but they do avoid the *messier* Catastrophes that can befall **Frenzy** characters.

THE FRENZY CHART

Reverse Roll	Success Level	Wound Level	Effect
01–10	Catastrophe	<i>self-injury</i>	<i>special</i>
11–30	Poor	Graze	1 SP
31–50	Minor	Light Wound	1 HP
51–80	Significant	Serious Wound	2 HP
81–95	Complete	Critical Wound	4 HP
96–00	Fantastic	Fatal Wound	8 HP



FRENZY CHARACTERISTICS

Frenzy characters are described by **Characteristics**, **Skills**, **Unique Abilities**, a brief description and perhaps a drawing or photograph. The true making of a character is in the mind and you should try and make your character more than just a list of numbers and words. **Characteristics** are abstract measures that can be ‘**tested**’ (using a Reverse Roll) to see if a character is successful, and by how much, at a task. These range from 1 to 10 and a typical rating is 5. The six Characteristics are:

Aim covering hand–eye co-ordination, shooting and throwing;

Strike rating agility, speed, athleticism and fighting prowess;

Build which gauges strength, resilience and fitness;

Guts a measure of mental strength and determination;

Intuition quantifying quick thinking, perception and instinct;

Luck describing your apparent luck in life, fortune often favours the brave.

Beginning characters have 35 points in these Characteristics (none rated below 2 and none rated above 9), however, more experienced characters have no restrictions on their ratings.

Characters also have **Hit Points (HP)** and **Shock Points (SP)** that describe their current state of health. HP are equal to your Build and SP are equal to your Guts. If you lose all of your SP then further SP damage is subtracted from your HP. If you lose all your HP then your character may die.

EXAMPLE: JENNY’S KICK

In the story on the title page Jenny Ju-Jitsu kicks Griff in the head. In game terms Jenny’s player declares that she is attempting a leaping reverse crescent moon kick using her Ju-Jitsu skill as she backflips off the shoeshine boy’s soapbox. The Principal tells her that this is a test of Strike and that she needs at least a Minor success to succeed.

As Jenny has a Strike of 8, her target number is 8. Jenny’s player makes a Reverse Roll and rolls 67. The units die is less than or equal to the target number so the kick hits, and consulting the **Frenzy Chart** we can see it causes a Serious Wound. Griff loses 2 HP and the Principal describes the scene of Griff falling to his knees bleeding.

SKILLS

There is more to a character than characteristics. How do we describe the fact that the character can fly a plane, or perform a triple-bypass operation? We simply say that they have a **Skill** at some particular area of endeavour. There are many areas that can be 'skilled' but below I will outline the most common ones for a modern-day setting. Starting characters can pick 10 skills, more experienced characters have more.

Accounts. Running a business, auditing and balancing accounts. Allows concealing money and creating false accounting records.

Animal Handling/Training. Used for training and handling animals, you should specify a type of animal with this skill such as Dogs, Horses or Cats. It can be taken multiple times with different specialities.

Antiquities. Auction prices and antiques are covered by this skill. Another benefit is that you know some contacts who could obtain you items by both legal and illegal means. You are also able to spot fakes but it is not foolproof.

Computing. While it is assumed that **Frenzy** characters can operate and use computers at a basic level, the Computing skill is needed to program computers and undertake more complex tasks, such as recovering lost data.

Disguise. Mimicking someone else or concealing your identity (voice and appearance). Also allows you to change someone else's appearance for them.

Driving. Driving cars or motorbikes, an unskilled Driver uses a target number of 2 and must test for even the most rudimentary actions (e.g. turning on the engine, etc.) which are automatically successful to a skilled Driver.

Electronics. Get cable for free and make sophisticated timing devices for bombs. Unskilled use has a target number of 2. Maybe you should leave defusing bombs to the experts who can use their full Intuition on such tasks.

Engineering. Build houses, bridges and other structures. Engineering also covers using pulleys and working out loads and pressures.

Explosives. Demolitions and how to properly create and control explosions.

Finance. Gambling on a massive scale, the skill of trading in stocks, shares and currencies. Also allows spotting or creating elaborate financial fraud.

Forensics. Fingerprinting, DNA analysis and clues at a crime scene. Forensics also allows for complex analysis of chemicals, bullets and toxicology.

Gambling. Gambling is not Luck, it is about rigged betting. Specialities include Blackjack and Roulette and techniques include card counting. The Gambling skill also allows you to spot other Gamblers. It is almost a foregone conclusion that a Gambler will beat a normal punter, no matter how lucky they are (although a lucky individual may lose less than an unlucky one).

Handgun. Allows a character to use their full Aim rating when firing a pistol, revolver or a single shot from an SMG. A secondary benefit is firing rifles, SMGs or shotguns at half-Aim (round up). Unskilled use (and no related skill such as Rifle, SMG or Shotgun that gives half-Aim use) has a target number of 2 (unless your Aim is 1 in which case your target number is 1).



Hypnotism. Popular with psychiatrists and cultists. You can help people give up smoking or tell them to become *Manchurian Candidates*.

Journalism. Write, edit and distil information into readable form. Also gives knowledge of the printing and production process and some skill in using computers, especially when dealing with words and images. *Photojournalism* is covered by Photography (below). You can gain access to restricted areas or information and you have a long list of contacts and insiders.

Judo. Martial art specializing in grapples and throws. Ju-Jitsu is similar.

Karate. A martial art specializing in blows with the hands and feet. Known for its deadly chops and kicks. Also similar is Kung-Fu or Tae Kwon Do.

Knowledge. You are learned in one area such as Literature, Astronomy, Physics, History, Economics, Occultism, etc. This skill can be picked many times. Note that unskilled characters cannot attempt a Knowledge task at all.

Language. Reading and writing a language other than your native tongue. Languages are in groups (e.g. German, Dutch, Danish, Flemish). Similar languages to yours are tested at half Intuition if you try and translate them.

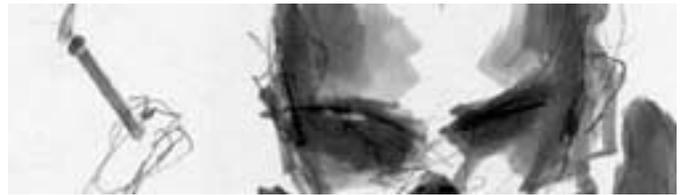
LANGUAGE GROUPS:

ENGLISH (English); GERMANIC (German, Dutch, Danish, Flemish, Norwegian, Swedish); LATIN (French, Italian, Latin, Spanish, Portuguese); SLAVIC (Russian, Ukrainian, Czech, Polish, Slovak); ASIAN (Indian dialects, Pakistani, Sikh, Urdu); CHINESE (Mandarin, Thai, Vietnamese, Tibetan)

Lip Reading. Also confers the ability to read sign language.

Lockpick. The talent of being able to open doors, padlocks and other seals.

Mechanics. Fixing cars, trucks, motorbikes and motors. An unskilled person cannot fix a broken engine, you must have the skill Mechanics.



Medicine. **Frenzy** characters are assumed to know first aid but for treatment of more serious wounds and injuries the skill of Medicine is required.

Melee Weapon. Striking with bats, swords and axes. Unskilled use at half Strike. Choose a type of speciality (e.g. Swords-1 Handed) other weapons are at Strike-1. Melee Weapon can be taken several times with extra specialities.

Music. The ability to appreciate and create original sound and song.

Pharmacy. Drug creation and testing. Popular among chemists and addicts.

Photography. Photojournalism and picture analysis. Unskilled use of 2.

Pick/Palm. Common thievery including picking pockets, palming objects, and other tricks of sleight of hand. No unskilled use is allowed.

Piloting. Piloting aeroplanes and helicopters. For cinematic reasons someone with the Piloting skill is assumed to be able to fly almost any type of aircraft or helicopter, but the player could also be asked to specify a particular type.

Rifle. Assault rifles, sniper rifles, harpoons and dart guns, see Handgun.

Safe Breaking. Necessary for breaking into safes and vaults of all kinds.

Shadow/Track. Urban skill of tailing and the wilderness equivalent.

Shotgun. Repairing and firing shotguns using Aim, see Handgun.

SMG. Firing and repairing submachineguns and autopistols, see Handgun.

Survival. Surviving in the wilderness and foraging for food and water, as well as creating and maintaining shelter. Can be used to set traps and tripwires.

Trace/Find. Track down people and information using libraries and databases. You can also use it for rooting out concealed information or items.

UNIQUE ABILITIES

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We have introduced characteristics and skills, but what else describes what a character can do? Heroic characters have special talents that set them apart from others and these are known as **Unique Abilities**. Starting characters have one Unique Ability but more experienced characters and major NPCs may have several. Here are some examples.

Breakfall. The character can fall ridiculous distances and land safely. Extremely large falls may result in some serious damage but the character has yet to meet a fatal one.

Paired Weapons. The character can fight proficiently with two weapons simultaneously. These weapons must be declared as part of the Unique Ability, such as paired pistols, Katana and Wakizashi or double daggers and this Unique Ability does **not** allow the character to be proficient with all sorts of weapons in a paired manner.

One Tough SOB. The character can treat Hit Point wounds as Shock Point wounds, if they succeed on a Luck check. Graze wounds still count as 1 SP damage. This ability when activated works for an entire combat scene once per game session. Choose wisely when you decide to use this ability.

Multiple Attacks. The character can have as many extra attacks in a turn as his or her Strike divided by 2 (round up). Declare the number of extra attacks and then test your Luck. If you succeed in the test then mark off the number of extra attacks in Shock Points as you unleash a flurry of blows. If you fail the test then you still get the attacks but take Hit Point (not SP) damage for every extra attack. If you Catastrophe the test then you take HP damage as if you had failed, and in addition you do not get the extra attacks. The Principal decides when you get the extra attacks. Against low-level thugs, etc. I recommend that the character gets the extra attacks before their opponents turn, but against more significant NPCs I recommend that the NPCs get their turn before the extra attacks. And note these are extra *attacks* not extra *actions*.

BASIC RULES

In **Frenzy: Fast Action** when your character attempts to do something you must follow this simple procedure.

- Declare what you are attempting (I open the window, climb out on to the ledge and start to lower myself down the wall...)
- The Principal must decide whether or not it occurs automatically (yes, you open the window), or if it fails automatically (no, there are no windows in this room), or whether you must make a test (the window is locked, do you have Lockpick, or do you try and unlock it with a hairpin using a test of Intuition, or will you test Build and force it open?).
- If you must make a test then make a Reverse Roll. The Principal may declare that you need a particular level of success (the window is jammed hard a Minor success is required to lever it open) but normally a Poor success is sufficient. Note that specific effects (knock the detonator from her hand) always need at least a Minor success or better, and more commonly at least a Significant success to have the desired effect.
- You then continue the dialogue dependent on the outcome.

FAILURES AND SUCCESSES

- **Success**, you succeed and your opponent fails (or there is no opponent). The task is as successful as the level of success indicates.
- **Partial Success**, you succeed and so does your opponent but you have achieved a higher level of success. The task is successful but at one level of success lower than you achieved on the Reverse Roll.
- **Partial Failure**, you succeed and so does your opponent but you have achieved a lower level of success. The task is failed, but your opponent has their level of success reduced by one (e.g. if they were hitting you).
- **Failure**, you fail and so you do not achieve the desired effect at all.
- **Catastrophe**, bad news and even worse if you then fail a Luck test.

SEIZING THE INITIATIVE

The order in which actions are declared and resolved is called **initiative**. The first 'side' (or member of a side) to declare a combat action (e.g. 'draw my sword') in the normal course of dialogue has started combat and **taken the initiative**.

THE MOMENT OF FRENZY

Combat is a series of 'rounds', made up of the **turns** of the competing sides. One side **acts** in their turn (during which the other side can **react** taking their next action early). Then the second side takes their turn (and the first side can react using their next action), and so on. A turn is nearly simultaneous and actions longer than 2–3 seconds must be acted out over several rounds (drawing a weapon is 1 action). Here is a summary.

- Side acting first gains '**initiative**' and begins their turn.
- Actions for the acting side are declared. Targets may elect to dodge and react now (taking their 'turn' in reaction; whether they fail or succeed they miss their next turn having used it in a previous turn). You can only dodge once.
- Actions are then taken with Reverse Rolls attempted as appropriate.
- Check for success or failure, or some partial outcome (contested tests).
- Check for effect, lowering the success level if appropriate.
- Apply effect, wounded targets may try an **Armour Save** (see page 6).
- The other side acts (the first side is then treated as the reacting side).
- End of the Combat Round, three seconds and a few heartbeats have passed.



STRIKING

Striking a close combat blow is a test of Strike. ‘Jenny’s Kick’ demonstrated this earlier, and the level of success gives the level of wound. See the chart below for natural weapons.

To bite you must first be in a grapple, which is a contested Strike test. And note that **strong** Martial Art attacks or holds can only be attempted after a successful **weak** attack or hold.

NATURAL WEAPONS

Fist/Kick	-20	available to the unskilled
Headbutt	-10	unskilled, Graze wound to headbutter
Bite	-20	unskilled, Guts test for bitten target
Martial Art blow	-10/+0	weak attack/strong attack
Wrestling hold	-10/+0	weak hold/signature (strong) hold

DODGING

If you are being hit in hand-to-hand combat by an opponent you may elect to try and **dodge** the blow. Make a test of Strike with a Reverse Roll, by doing so you are using your next action and you do not get to go again in your own turn. To successfully dodge, you must get at least as good a success as your opponent, e.g. Jenny kicked Griff with a Significant success (67, Serious wound), Griff would have needed at least a Significant dodge to avoid the blow. If you succeed on your dodge but at a lower level of success (e.g. Griff achieved a Poor dodge) then you are said to have **partially failed** and the level of success for your opponent is then lowered by one.

If you Catastrophe a dodge then you may, on a further failed Luck test, raise the level of your opponent’s success by one.

Also note that **surprise blows** cannot be dodged, and at the Principal’s discretion they may step up their level of damage by one (after any Armour Save), or do +10 damage.

AIMING

Firing a weapon is a test of Aim, the level of success directly gives the level of wounding. You may spend an action aiming before firing and, if you are undisturbed, add 1 to your Aim for your Reverse Roll. You cannot add more than 1 by aiming for any longer and you cannot aim in close combat. A weapon cannot fire beyond its range, ranges are **Close** (0–10 m), **Short** (50 m), **Long** (100 m) and **Extreme** (1200 m). And note that Shotguns give their damage to **all** targets within a 4-m area.

BURSTS

Some weapons are capable of firing bursts of bullets for either an **area effect** or **more damage** on one target. When firing a burst mark off **half the full magazine** in shots, you must have at least this many rounds in the gun to fire a burst. **Automatic shotguns** are different, a burst **fully** empties the shotgun and there must be at least 6 rounds in the shotgun to fire a burst. Before you make your Reverse Roll declare which burst effect you desire: (a) you may hit up to 1d10 targets within a 10 m area for the rolled damage, or (b) you may hit one target (or a 4-m area for autoshotguns) causing damage one level higher than rolled. The damage increases after any Armour Save.

A NOTE ABOUT RELOADING

To reload takes 1 action for an automatic pistol, SMG or rifle. It takes 2 actions to reload a shotgun or a revolver, although if you have a speed-loaded tumbler of bullets for a revolver it can be achieved in 1 action with a successful Strike test.

WOUNDING

Graze (1 SP) a shuddering blow that seems worse than it is. **Light Wound** (1 HP) messy but survivable wound, bloody. **Serious Wound** (2 HP) a fracture or deep gash, possible KO? **Critical Wound** (4 HP) broken limbs, major blood loss. KO? **Fatal Wound** (8 HP) KO with dreadful wounds. Luck or die.

OTHER DAMAGE

Falling. 4m Graze, 8m Light, 12m Serious, 16m Critical, 20m+ Fatal. If you make a Strike test equal in success to the potential damage then you lessen the damage by 1 step.

Drowning. Graze wound every round you are out of breath.

Car Crashes. Reverse roll (8) with +10 for every 10 mph over 20. Luck test can step this damage down by one level.

Fire. Test Luck or every round exposed to the heat/flames you suffer wounds: small fire (Graze), large fire (Light), house fire (Serious), inferno (Critical), furnace/volcano/lava (Fatal).



HEALING

Characters regain 1 SP every hour, and 2 SP if they fully rest. They also regain 1 HP per day even if they are active, or 2 HP if fully rested. However, if the character has had a Serious wound or greater then they will not heal any HP until they are treated for their wound(s). To treat a wound of this level requires an Intuition roll of at least that level of success by someone with the Medicine skill for every Serious, Critical or Fatal wound they have received. The test gets a modifier of +20 if attempted at a well-equipped hospital, -10 if in a motel.

GEAR

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Items in **Frenzy** are given two ratings to help aid the Principal and players in deciding if they are available to their PCs. Starting characters can pick any gear that is appropriate to their character concept but the Principal can veto anything unreasonable (for example, no nuclear weapons allowed).

COST. 1: **Virtually free**; pocket change, even tramps have these items. 2: **Cheap**; anything that costs a few pounds, say between £5 and £50. 3: **Costly**; £50 to £1000. A salary is essential to buy these. 4: **Expensive**; £1000 to £100,000. Require a loan or considerable saving to purchase, owned by the rich. 5: **Phenomenal**; over £100,000 to buy. The realm of the ultrarich.

AVAILABILITY. 1: **Everywhere**; available 24/7. 2: **Common**; easy to get. 3: **Uncommon**; available in specialist shops. 4: **Rare**; hard to obtain. 5: **Very rare or restricted**; either banned, illegal or exist in very small numbers.

Item • wt • cost (rating) • availability • notes

Aviator Shades, – kg, £45 (2), 2, sun reactive and lightweight frames
 Clothing, – kg, £5–£10,000 (2–4), 1–4, cost dependent on fashion
 Torch, 1 kg, £5 (2), 1, batteries are cost (1) and last 6 hours
 Camera, 0.7 kg, £50 (2–3), 2, lenses and filters are available at cost (2)
 Video camera, 2 kg, £300 (3), 3, batteries are cost (2) and last 6 hours
 Blowtorch, 1 kg, £60 (3), 3, gas tank last an hour and costs £10 (1)
 Needle and drugs, – kg, £5–£60 (2–3), 1–4, depending on purity and taste
 Binoculars, 0.5 kg, £10–£60 (2–3), 3, depending on quality and magnification
 Mobile phone, 0.2 kg, £20 (2), 1, come in many colours and styles
 Gas mask, 1 kg, £30 (2), 4, useful for police and anarchist rioters
 Sleeping bag, 2 kg, £20 (2), 3, warm and waterproof
 Bolt cutters, 4 kg, £40 (2), 3, heavy-duty tool for cutting chains and wire
 Tape recorder, 0.2 kg, £20 (2), 3, uses normal tapes, batteries as for torches
 15 m rope, 3 kg, £30 (2), 2, tougher and longer rope costs more
 Climbing gear, 4 kg, £100 (3), 3, hammers, pitons, pulleys and harnesses
 CD player, 1 kg, £100 (3), 3, CDs typically cost £10 (2)
 HiFi system, 5 kg, £400 (3), 3, 100 Watt output
 Television, 6 kg, £200 (3), 2, portable, plasma screen models are cost (4)
 Personal computer, 10 kg, £500–£2000 (3–4), 2–3, an IBM clone
 Apple **iBook**, 3 kg, £1250 (4), 3, an excellent portable laptop
 Nightclub entry fee, – kg, £5 (2), 2, whisky-dancing disco-hop
 Pint/Bottle of Beer/Lager, 0.3 kg, £2 (1), 1, brand-name amber nectar
 Wine (glass/bottle), 0.2/0.7 kg, £2/£6 (1–2), 1, red, white or rose
 Spirit (shot/bottle), –/0.7 kg, £2/£10 (1–2), 1, whisky, vodka, vermouth
 Cheap bottle of booze, 1 kg, £3 (1), 1, claret or fortified wine

VEHICLES

Vehicle • mph • passengers • HP • cost (rating) • avail. • notes

Car, 100 mph, driver+4, 15 HP, £10,000 (4), 3–5, *Ford, VW*
 Sports Car, 140 mph, driver+1, 12 HP, £30,000 (4), 4–5, *Roadster*
 Motorbike, 90 mph, driver+1, 5 HP, \$3000 (4), 3–5, *Honda*
 Van, 85 mph, driver+6, 20 HP, £15,000 (4), 3–4, *Transit van*
 Truck (cab), 80 mph, driver+3, 15 HP, £20,000 (4), 3–4

BEASTS

Bear: 10 HP; Claw (Strike 7) DM +20. **Camel:** 8 HP; Bite (4) –20. **Dog:** 3 HP; Bite (5) –10. **Gorilla:** 10 HP; Swipe (4) –10, Grapple (7), Bite (6) +20.
Horse: 10 HP; Kick (4) +10. **Great White Shark:** 20 HP; Bite (8) +40.



WEAPONS

Here is a list of weapons for use in **Frenzy**. Note that like punches Unskilled Weapons can be used without any Skill.

Unskilled • DM • wt • cost (rating) • length • availability • notes

Knife, –10, 0.5 kg, £5 (1), <0.5 m, 1, *from a switchblade to a kitchen knife*
 Club, –10, 1 kg, £10 (1), <0.5 m, 1, *blackjacks, batons, tonfas and crowbars*
 Bat (2H), +0, 1.5 kg, £20 (2), 1 m, 2, *baseball and cricket bats, police batons*

Melee Weapons • DM • wt • cost (rating) • length • availability • notes

Shortsword, +0, 3 kg, £40 (2), 0.8 m, 2, *Sword-1H*
 Sword, +10, 6 kg, £120 (3), 1.2–1.5 m, 3, *Sword-1H*
 Sword (2H), +20, 6 kg, £120 (3), 1.5–2 m, 3, *Sword-2H*
 Sledgehammer (2H), +10, 5 kg, £40 (2), 1 m, 2, *Hammer, a 'sledge'*
 Chainsaw (2H), +20, 6 kg, £300 (3), 1 m, 3, *Chainsaw, messy Catastrophe*
 Axe, +0, 3 kg, £20 (2), 0.6 m, 1, *Axe, as used in The Shining*
 Great Axe (2H), +20, 6 kg, £80 (3), 1.5 m, 3, *Axe-2H, Large fireman's axe*
 Flail/Nunchaku, +10, 2 kg, £60 (3), 0.8 m, 4, *Flail, messy Catastrophe*

Handguns • DM • wt • cost (rating) • avail. • range • shots • bursts • notes

Glock 17 (9 mm), +0, 0.9 kg, £300 (3), 4, Short, 17, no, *made of polymer*
 M1911A1 (.45 cal), +10, 1.3 kg, £350 (3), 4, Short, 7, no, *the famous '.45'*
 Holdout Revolver (.22), –10, 0.4 kg, £80 (3), 4, Close, 6, no, *'a lady's gun'*
 Smith&Wesson Model 10 (.38), +0, 1 kg, £200 (3), 4, Short, 8, no, *.38 Special*
 S&W Model 19 (.357), +10, 1.2 kg, £250 (3), 4, Short, 8, no, *Colt Python*
 S&W Model 29 (.44), +20, 1.8 kg, £300 (3), 4, Long, 8, no, *.44 Magnum*

SMGs • DM • wt • cost (rating) • avail. • range • shots • bursts • notes

Uzi (9 mm), +0, 4.1 kg, £300 (3), 4, Short, 32, yes, *world-famous Israeli SMG*
 Ingram M10 (.45 cal), +10, 3.4 kg, £450 (3), 4, Short, 32, yes, *the 'Mac 10'*

Shotguns • DM • wt • cost (rating) • avail. • range • shots • bursts • notes

SPAS-12, +10, 5 kg, £650 (3), 5, Short, 8, yes, *burst empties (at least 6 shots)*
 Ithaca Model 37 M&P, +10, 3.5 kg, £250 (3), 3, Close, 7, no, *pump action*
 Sawn-off Shotgun, +10, 2.5 kg, £150 (3), 4, Close, 2, no, *messy Catastrophe*

Rifles • DM • wt • cost (rating) • avail. • range • shots • bursts • notes

AK-47, +20, 4 kg, £250 (3), 4, Long, 30, yes, *ubiquitous in warzones*
 5.56 Galil AR, +10, 5.2 kg, £650 (3), 4, Long, 35, yes, *modern assault rifle*
 WA-2000, +30, 8.3 kg, £5000 (4), 5, Extreme, 6, no, *excellent sniper rifle*

ARMOUR

Armour can lower the level of wound by one step if you make an 'Armour Save'. This is done by rolling equal to or over the **Armour Value** on a single d10. Any damage modifiers are applied before the Armour Save is attempted, but Burst effects are applied afterwards and may 'step' the damage up again. Armour has a maximum level listed that it can 'step down.'

Type of Armour	Armour Value	Maximum Level
Shield (only/with armour)	9+/AV-1	Serious
Leather Armour	9+	Serious
Ring Mail	7+	Critical
Lamellar (Samurai) Armour	5+	Critical
Chain Mail	5+	Fatal
Kevlar Vest	6+	Critical
Armour Jacket	5+	Fatal



COMMON TESTS

Bribery, this is a contested Guts test. Success gives you a favourable bribe, a partial success gives an accepted but more expensive bribe, a partial failure rejects the bribe but the target will not take offence at your attempt. Failure means they will take offence and possibly do something about it!

Car Chases, these are contests of Intuition. If one driver is able to use speed to pull away then give the faster car a bonus of the speed difference in mph (e.g. a car at 100 mph will get +10 to the test against a car at 90 mph) to the test. Failures allow the trailing car to catch up and Catastrophes can be very messy... Three consecutive successes allow a car to get away.

Seduction, this is a contest between the seducer's Guts and the target's Intuition, award the seducer up to +20 to the test if a really good opening line is roleplayed out, or a penalty of -20 for a real stinker. Results are similar to Bribery...

Spot something, an Intuition test. A well-hidden object needs a Significant success while an open clue only requires a Poor.

THE BEING BORING RULE

Being boring (e.g. 'punch him' for the umpteenth time) results in automatic failure or worse still, for persistent offenders, automatic Catastrophe. Players should spice up their roleplaying and flavour their actions with suitable vigour. NPCs are immune to the being boring rule, it's their job.

EXPERIENCE POINTS

At the end of the **game session** the Principal should award **Experience Points (XP)** to each player depending on how well they roleplayed. All players should get 1 XP as standard and particularly inspiring play should be rewarded with 4 XP. No one should ever be awarded with more than 5 for a session.

At the end of a **story** the Principal should award an extra 1-4 XP depending on how well the story went (Did the players succeed? How co-operative were they as a group?). XP can be used to improve a character as follows.

Characteristic (by +1)	(current rating × 3) XP
New Skill	20 XP
New Unique Ability	40 XP

SCENARIOS AND CAMPAIGNS

The game is played in **sessions** about 2-6 hours in length. Think of a session as an issue of a comic or TV show. It can contain an entire **story** but mostly it will be part of a larger story. A story is often called a **scenario**, and this can last for one session (a **one-shot**) but more typically it carries over 3-5 sessions. Several scenarios together are called a **campaign**. This is an on-running series of stories with an over-riding theme or **plot**, and in the background there are **subplots**. For example, a scenario may be about a bank heist, the campaign is about a mob war, and one of the PCs is in a subplot where he is having an affair with a mob boss's wife.

Sample scenarios are available on the **Frenzy** website but you should be able to easily amend scenarios from other games and hopefully come up with your own as well.

SAMPLE CHARACTERS

Jenny Ju-Jitsu, City Samurai and ex-Jungler

Aim: 6, **Strike:** 8, **Build:** 6, **Guts:** 6, **Intuition:** 5, **Luck:** 4. **Skills:** Driving, Handgun, Ju-Jitsu, Lockpick, Look Cool, Melee Weapon: Sword-1H, Shadow/Track, Shotgun, Trace/Find, Wreck Stuff. **Unique Ability:** 'Wild Combat Style', Jenny can leap and flip in combat, attacking in confined spaces and from unusual directions, she dodges blows with stylish rolls and tumbles.

Griff Kulkeda, Drudger journalist

Aim: 5, **Strike:** 5, **Build:** 8, **Guts:** 5, **Intuition:** 7, **Luck:** 5. **Skills:** Computing, Dirt Detective, Electronics, Forensics, Handgun, Journalism, Knowledge: Drug Companies, Language: French, Shotgun, Trace/Find. **Unique Ability:** 'Watergate Ability', Griff has a knack for finding the big stories and hot clues in his job as an underground investigative journalist.

THANKS AND CREDITS

Frenzy is supported on the World Wide Web at the following address:

<http://gregorhutton.com/>

I would like to thank everyone who helped with the original **Frenzy** and this update: Anthony Johnston, Dave Gray, Gerry Johnston, Jodie Gardiner, Kevin O'Reilly, Martin Docherty, Ross McGinness, Sandy Cunningham.

Links to other gamers (who coined the phrase 'improvisational radio theatre'): **John Tynes** has his own website at <http://www.JohnTynes.com/> and **Greg Stafford** can be found at the website <http://www.glorantha.com/>

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FRENZY: FAST ACTION

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CHARACTER RECORD SHEET

Character Portrait

The World of Frenzy has a million faces and behind each face there is a story, uniquely sculpted by Fate. This is the story of _____

_____ Date Created

_____ Character Generation Points (normally 35)

_____/_____
Experience Points Used/Unused

Aim	Strike	Build	Guts	Intuition	Luck
<input type="text"/>					

THE FRENZY CHART

Reverse Roll	Success Level	Wound Level	Effect
01-10	Catastrophe	<i>self-injury</i>	<i>special</i>
11-30	Poor	Graze	1 SP
31-50	Minor	Light Wound	1 HP
51-80	Significant	Serious Wound	2 HP
81-95	Complete	Critical Wound	4 HP
96-00	Fantastic	Fatal Wound	8 HP

Health and Injury

Hit Points (HP = Build)

<input type="text"/>									
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Shock Points (SP = Guts)

<input type="text"/>									
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Armour

_____ Armour Value

Weapons

Size Shots Skill Used Damage Bursts?

Skills

Gear, Kit, Items and Equipment

Unique Ability

Notes

PLAYER'S NAME: