Realtime
live action role playing
### with instant abstract resolution

Realtime is a generic live action role-playing system that uses a single rock-paper-scissors game to resolve any conflict between characters. This allows larps to run with minimal time distortion, so in-character time aligns with out-of-character time. The whole Realtime system fits on a single page, making it easy to learn and remember during play. It requires minimal involvement from the gamemaster (GM).

CHARACTER EXAMPLE
Bob Risker is a private detective who threatens, bribes, and if necessary shoots his way to the truth. Bob has medium Body and Soul, and low Mind. He has the talents Hit, Knockout, and Interrogate. He carries a Browning 9mm pistol, has a wallet full of cash for bribing informants, gets confessions out of suspects by threatening them with a smouldering cigarette, and delivers a mean right hook that leaves you wondering what hit you when you wake up.

PLAY EXAMPLE
Bob is shooting at Sue, a gangster running at him with a crowbar. Bob aims at her and yells "bang!" Sue calls "dodge!" and then reaches him. She raises her crowbar prop and calls "medium". Bob raises his fists and calls "medium" too. They play one game of rock-paper-scissors. Bob plays rock and Sue plays scissors, so Sue is defeated. This is lucky for Bob, because Sue had a weapon so would have won on a draw. Bob puts his gun to Sue's head, says "interrogate" and asks a question. Sue doesn't have the Resist talent, so she must answer truthfully.
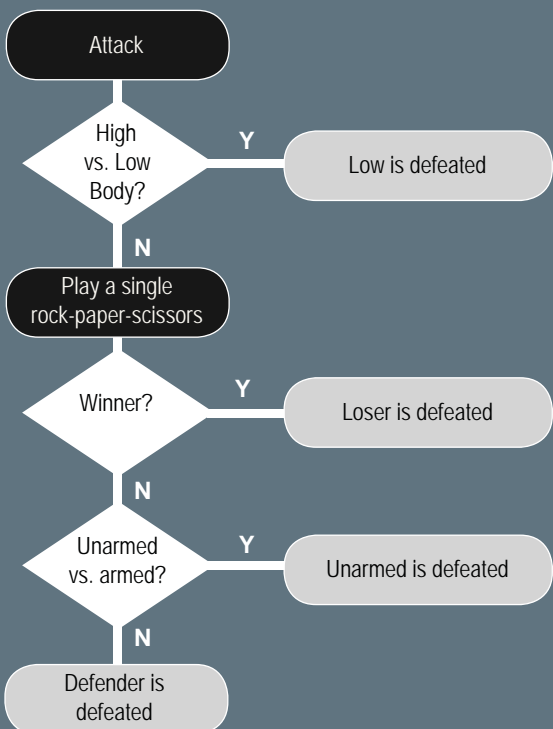
CHARACTERS

Characters have three **stats**: Body, Mind and Soul. Each stat is ranked as low, medium, or high. When you make a new character you can either have one stat as high and the other two as low, or have two stats as medium and the other one as low.

You can also select three **talents** for your character. Your effectiveness in each talent is related to a stat. You can only buy talents listed under stats that you have medium or high rank in. Talents marked as *limited* can only be used once per scenario if your character's relevant stat is medium, or twice if it is high. Here are some generic talents:

Body	Mind	Soul
Hit: defeat your target with a ranged weapon. LIMITED	**Translate**: read foreign/encrypted text. Item will provide translation.	**Interrogate**: force defeated opponent to answer a question honestly. LIMITED
Dodge: avoid a ranged attack. LIMITED	**Pick lock**: open a lock or escape bindings.	**Resist**: resist a talent that influences actions. LIMITED
Knock out: knock a defeated enemy out for five minutes. They will not remember being attacked.	**Treat**: heal a character who has been defeated. Weapon wounds require high rank and an item to treat.	**Persist**: continue using talents after being defeated.

Characters also start each game with up to two **useful items** such as weapons, money, or anything else that the GM is happy for you to have. Some talents require you to have a specific type of item in your possession, while other items may be more roleplay-oriented.

If you are playing a character across multiple events, your gamemaster may assign one or two **character points** (CP) to you after each game. Buying a new talent for your character costs 10 CP, and improving a stat by one rank costs 40 CP.

PLAYING

To make a **melee attack** you must be reasonably close to your opponent. Assume an attacking pose and state your Body rank. The defender then states their Body rank too. If one character has Body rank low and the other has high, the high character immediately defeats the low character. Otherwise, play a single game of rock-paper-scissors, and the winner defeats the loser. In the case of a draw, the higher Body rank wins, or if Body ranks are the same but only one character has a melee weapon, then the armed character wins. If there is no other means to determine the winner, then the attacker wins. Once the winner is known, the players may choose to play-act the combat so that other players can see what's happening.

To make a **ranged attack**, point your weapon at the target and call out "hit" (or "bang", if all the ranged weapons in your game are firearms). Make sure the target is aware of the attack. Unless the target calls "dodge", they are defeated.

When a character is **defeated**, they are at the mercy of the character who defeated them. That character can kill them, loot them, bind them if rope or handcuffs are available, drag them somewhere nearby, or use a talent on them. The winner can only take one of these actions, and must decide immediately. A character who has been defeated should roleplay being wounded, and cannot use any Body talents until they are treated. The GM can make additional rules about what can be done with defeated opponents, for example ruling out death in light-hearted games.

To use a **talent** on another character, state the name of the talent to the target. If they are at a distance you may have to yell out the talent and identify your target. Some talents are used on items rather than on other characters. The item will have instructions attached stating which talents can be used on it, with envelopes containing the results of the action depending on whether the character is of medium or high rank in the relevant stat.