

# DR8 // Core

A modular RPG resolution framework

**Simple rules. Meaningful consequences.**

DR8 is a modular resolution framework for roleplaying games where everything is resolved through **Difficulty Ratings**.

Its core mechanics describe *if* a situation changes and *how strongly* the world reacts to player actions. *What those changes mean*, and how characters respond, is primarily decided through narration, with optional modules adding structure when needed or desired.

Modules do not complete the Core, they extend it by providing additional mechanics or shaping how the resolution system is applied. Some modules will focus narrative play, others may introduce tactical combat. But all are built on the same resolution framework.

**DR8 // Core** introduces a minimal set of core rules sufficient to resolve scenes, escalate situations and drive a story forward through consequences *across a wide range of settings*. This makes the Core especially well suited for solo play and narrative-driven sessions.

While **DR8 // Core** and its modules are fully playable as they are, they are also meant to be *reused*. They can be used as the foundation for custom settings, genre specific games or standalone RPGs built on the **DR8** resolution system, working as a shared engine used across multiple games.

# Rules

## CHARACTER CREATION

Each character is made out of **four attributes**. Each attribute starts with **one** point. On creation, distribute **four** additional points as you like.

Attributes describe how a character influences a test.

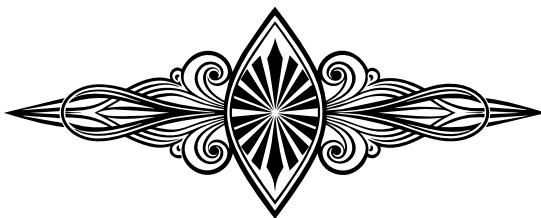
The listed attributes are a default set fitting many settings. If they don't fit the tone or genre of your setting, they can be freely renamed or replaced without changing the core rules.

**Strength**

**Agility**

**Wits**

**Resolve**



## Why DR8 exists

*DR8 exists because sometimes I want to play now.*

*I love other solo RPG systems for their depth and mechanics, but sometimes that level of preparation, rulebooks and oracles needed gets in the way of spontaneous play.*

*DR8 is designed for moments where you just have this idea you want to play. With just two D10s play can begin immediately, without long rules, playbooks, huge oracles or any genre-specific subsystem.*

*Instead of trying to simulate every aspect of a world, DR8 // Core focuses on a small resolution mechanic which is enough to handle most situations. Furthermore I wanted DR8 to be modular.*

*The simple rules can be extended with optional modules, already available or planned, to handle specific situations with additional mechanics for more crunch or structure, all based on the simple DR8 resolution framework.*

# Rules

## TESTS AND DIFFICULTY RATINGS

Opponents, obstacles, and situations, everything, is represented by a Difficulty Rating.

If you perform a test, assign a DR and choose a fitting attribute. Then roll **2D10**.

After rolling, you may add the attribute for the test to **one** of the results.

Choose an attribute which reflects best how your character approaches the situation.

Different approaches to the same problem may use different attributes.

*A complication or failure should meaningfully change the situation and can not be ignored without a clear reason.*

The **DR** not only describes the difficulty of an action, **but also** how constrained acting within the current situation is.

*Despite the system's name, DR8 isn't the default rating. It is the most interesting one.*

**Both** results are **equal or above** the DR  
*Success*

**One** of the results is **equal or above** the DR  
*Success with complication*

**None** of the results is **equal or above** the DR  
*Failure*

### DR      Situation Constraints

DR6      Open

DR7      Tense

DR8      Constrained

DR9      Locked

DR10     Extreme

DR12     Epic

## SEVERITY - ESCALATING CONSEQUENCES

On a *Success with complication* or *Failure*, determine the **severity** of the consequence by subtracting the highest die result below the DR from the target DR.

**Severity = DR - highest die below DR**

The result should be used to decide how the situation escalates, based on situation and severity.

Severity tells you how much a situation changes and helps at the same time to shape the change intuitively.

# Rules

## SEVERITY WINDOWS

Don't interpret the severity as a linear scale, but rather as separate **Severity Windows**. Separated into *Low Severity*, *Medium Severity* and *High Severity*.

*Severity does not describe success or failure, but how much the situation is altered by the outcome!*

### Low Severity

The situation remains largely stable. It introduces some friction or minor complications.

- On a *Success with complication* the goal is achieved, but with a small cost or a new condition affecting future scenes.
- On a *Failure* the attempt does not succeed, but the situation remains manageable and often open for new approaches.

### Medium Severity

The situation shifts. It introduces new problems or worsens existing ones. The

action window gets narrower.

- On a *Success with complication* the goal is achieved, but the situation escalates or a new problem gets created.
- On a *Failure* the attempt does not succeed, and the situation turns against the character. Forcing new approaches or a major cost.

### High Severity

The situation breaks! The outcome forces a hard choice, dramatic turn or serious costs.

- On a *Success with complication* the goal is achieved, but the situation escalates significantly or a huge new problem gets created.
- On a *Failure* the attempt does not succeed, without any options left to conclude the scene in a favourable way within the current situation. A serious and severe consequence or cost is introduced.

DR	Low Severity	Medium Severity	High Severity
DR6	Severity 1	Severity 2-3	Severity >= 4
DR7	Severity 1-2	Severity 3-4	Severity >= 5
DR8	Severity 1-2	Severity 3-5	Severity >= 6
DR9	Severity 1-3	Severity 4-6	Severity >= 7
DR10	Severity 1-3	Severity 4-7	Severity >= 8
DR12	Severity 1-4	Severity 5-8	Severity >= 9

# Examples

The following small examples show how DRs and consequences can shape a situation. They are not about playing optimally.

## HOW TO CHOOSE A DR

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**Situation** - You try to hack the terminal.

**Assessment** - The terminal is accessible and not guarded. The situation is *tense*, but nothing actively blocks your way. *Test has a DR7*.

**Outcome** - 9 / 5 -> *Success with complication* (Severity: Low). You successfully hack the terminal, but trigger an ICE. You don't have much time!

## SUCCESS WITH COMPLICATION IS STILL SUCCESS

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**Situation** - A thug tries to rob you in a narrow alley.

**Assessment** - The thug is not very experienced, but you are *not* able to act freely in this alley. *Test has a DR8*.

**Outcome** - 8 / 7 -> *Success with complication* (Severity: Low). You successfully defended yourself, but the fight draws attention.

## SUCCESES MAY HAVE A BIG CONSEQUENCE

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**Situation** - You need help from a NPC to break into a house, convincing her will be hard. *Test has a DR9*.

**Outcome** - 9 / 1 -> *Success with complication* (Severity: High). The NPC helps you. Unknowingly, she also let the guards know what you intend to do!

## FAILURE IS NOT THE END

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**Situation** - You want to interfere with a ritual on your own. *Test has a DR12*.

**Outcome** - 10 / 3 -> *Failure* (Severity: Low). The ritual continues, but you are able to flee.

# Examples of Play

The following examples demonstrates how **DR8 // Core** handles situations through escalating consequences during a solo-play session. It shows how *DRs*, *Results* and *Severity* shape a scene without any external sources. They may not be the most interesting play sessions, but they show how **DR8** works. Even with this minimal core rule version. Without any spells, skills or additional subsystems.

A  in the text marks the consequence resulting from the previous DR roll.

*Note on Oracles:* In some scenes an external Oracle was used to drive the play forward. Each use is marked with . In most situations **DR8** naturally answers what happens next without an Oracle.

## EXAMPLE OF PLAY - RIN, YOKAI HUNTER

### PLAYER CHARACTER

Rin, *Yokai Hunter* - Strength 1, Agility 2, Wits 3, Resolve 2

The News reports of mysterious cases of missing persons in a nearby subway station. Rin heads out to investigate.

### SCENE 1 - SEARCHING THE SUBWAY STATION

Rin enters the subway station in the evening. It is empty and silent. The air feels heavy.

 *Searching for the Yokai* - Rin focuses on his environment. Little disturbances in the air, smell or movements don't belonging in here. -> **DR7 Wits**

 2 & 4 (+3 Wits) -> Success with complication - Severity High

Rin is able to sense the presence of a Yokai, but it is aware that Rin poses a threat that has to be eliminated ()!

 *Rin was successfully sensing the presence of a Yokai, but the high severity changed the scene dramatically and now Rin is in huge danger!*

# Examples of Play

## SCENE 2 - UNDER ATTACK

Without any warning a subway bench rips free and flies toward Rin.

🎯 *Dodge the bench* - The threat emerges without any notice. -> **DR8 Agility**

🎲 10 & 4 (+2 Agility) -> Success with complication - Severity Low

Rin is able to dodge the bench, but loses balance and crashes onto the track bed below (⚠).

💭 *The Severity is low and the new situation is no problem at the moment, but might be in future scenes.*

## SCENE 3 - FORCING MANIFESTATION

Forced to act, Rin pulls out a binding charm to force the manifestation of the Yokai and slams it onto the wall behind him.

🎯 *Manifest the Yokai* - Rin is acting in a constrained situation and has to keep calm! -> **DR8 Resolve**

🎲 8 & 4 (+2 Resolve) -> Success with complication - Severity Low

The charm holds! Rin now understands that the missing people are gone (⚠). The Yokai is a *Gaki*. Feeding on people they are all lost, but if Rin is able to expel the Yokai many people will be saved!

💭 *Rin was able to manifest the Yokai, but because of the low severity I decided that the missing people are beyond saving. This maybe a problem in the future, but not a immediate threat to Rin.*

*This concludes the first example.*



# Examples of Play

## EXAMPLE OF PLAY - GARTH, TAX COLLECTOR

### PLAYER CHARACTER

Garth, *Tax Collector for the Church* - Strength 3, Agility 1, Wits 2, Resolve 2

Garth's task is easy: Collect Taxes. But reality rarely plays along.

### SCENE 1 - RUMOURS IN THE CRAFTSMEN'S QUARTER

Garth begins his duty in the Craftsmen's Quarter as usual. Moving from shop to shop, most people play along.

⌚ People are talking about a woman doing unregistered business. Garth decides to investigate.

⌚ *Finding the Woman* - People are talking freely and Garth shouldn't have too much trouble to get the woman's location -> **DR7 Wits**

🎲 7 & 3 (+2 Wits) -> Success with complication - Severity Low

Garth finds the woman and she admits selling homemade "love potions" (⌚), but claims business is slow and she can not afford to pay taxes (⚠).

⌚ *The Low Severity is a small shift of the current situation. The scene moves forward, but resistance appears.*



# Examples of Play

## SCENE 2 - PUBLIC PRESSURE

Garth presses on and demands the tax money, but doesn't want to escalate the situation yet. He remains calm and polite.

🎯 *Convince the woman* - The woman already showed open opposition. Whether she lies or not, it won't be easy -> **DR8 Wits**

🎲 3 & 3 (+2 Wits) -> *Failure* - Severity Medium

The woman refuses to pay and Garth can't convince her. The argument attracts bystanders and the situation gets heated (⚠).

Garth decides to leave and gives the woman until tomorrow to pay.

💡 *The Severity was large enough to change the tone of the scene. The failure doesn't punish Garth, but locks his approach and forces him to come up with a new plan. The scene reshapes without any external input.*

## SCENE 3 - OPEN RESISTANCE

☀️ The woman is not alone. Multiple men standing with her and are going to intervene if necessary.

Garth still needs the taxes.

🎯 *Appealing to Reason* - Implied violence restricts Garth's options in this situation and she openly shows resistance! -> **DR9 Wits**

🎲 6 & 6 (+2 Wits) -> *Failure* - Severity Low

Garth gets warned to leave (⚠). The woman won't pay and the men start to engage Garth.

He decides to leave.

💡 *Garth failed his roll but with a low Severity. This prevents the scene to explode and keeps the escalation low. Garth has still options left to change how he tackles the situation.*

# Examples of Play

## SCENE 4 - THE END

Garth returns later that afternoon with a few soldiers by his side.

⌚ The men already left the scene and the woman is alone again.

The power distribution changed dramatically and Garth issues an ultimatum. Pay the tax or go to prison!

🎯 *Issuing the Ultimatum* - The woman is alone. And the soldiers are ready to detain the woman! -> **DR6 Wits**

🎲 10 & 5 (+2 Wits) -> Success

The woman pays the taxes and the situation is resolved.

💭 *The success feels earned, because Garth was able to navigate through the consequences to shape the situation in his favour. Every roll changed the situation and the Severity determined how much things shifted - instantly and intuitively. Failures redirected the story instead of ending it.*