

# TEM REFERENCE DOCUMENT 0.0

*y real and not ripped off*

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Welcome to **DIAGONALERHEART**, a nostalgic fantasy tabletop roleplaying game of semi-incredible magic and semi-heroic semi-heartfelt adventures.

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## What is this?

This is the totally original Diagonalerheart SRD (System Reference Document).

o what, like, feels good, man.

It's safe to go alone. Take this.

## Basics

When a player makes an action roll, they utilize Duality Dice—two different colored 12-sided dice ("d12s") representing Hope and Fear.

**Success with Hope:** If your total meets or beats the Difficulty AND your Hope Die shows a higher result than your Fear Die, you rolled a "Success with Hope." You succeed and gain a Hope.

**Success with Fear:** If your total meets or beats the Difficulty AND your Fear Die shows a higher result than your Hope Die, you rolled a "Success with Fear." You succeed with a cost or complication, but the GM gains a Fear.

**Failure with Hope:** If your total is less than the Difficulty AND your Hope Die shows a higher result than your Fear Die, you rolled a "Failure with Hope." You fail with a minor consequence and gain a Hope, then the spotlight swings to the GM.

**Failure with Fear:** If your total is less than the Difficulty AND your Fear Die shows a higher result than your Hope Die, you rolled a "Failure with Fear." You fail with a major consequence and the GM gains a Fear, then the spotlight swings to the GM.

**Critical Success:** If the Duality Dice show matching results, you rolled a "Critical Success" ("Crit"). You automatically succeed with a bonus, gain a Hope, and clear a Stress. If this was an attack roll, you deal critical damage.

If	Then	Thus
Hope == Fear	Critical Success	You automatically succeed with a bonus, gain a Hope, and clear a Stress. If this was an attack roll, you deal critical damage.

Hope > ar	Success with Hope	You succeed and gain a Hope.
m >= N Hope < ar	Success with Fear	You succeed with a cost or complication but the GM gains a Fear.
m < N Hope > ar	Failure with Hope	You fail with a minor consequence and gain a Hope, then the spotlight swings to the GM.
m < N Hope < ar	Failure with Fear	You fail with a major consequence and the GM gains a Fear, then the spotlight swings to the GM.

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are the most charismatic people in all the realms. Just like  
nalerheart!

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TARTING HIT POINTS: 5

LASS ITEMS: A romance novel or a letter never opened

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## l's Hope Feature

*a Scene:* Spend 3 Hope to temporarily Distract a target within Close range; them a -2 penalty to their Difficulty.

Once per session, describe how you rally the party and give yourself or your allies a Rally Die. At level 1, your Rally Die is a d6. A PC can spend a Rally Die to roll it, adding the result to their action roll, reaction roll, dodge roll, or to clear a number of Stress equal to the result. At the end of each session, clear all unspent Rally Dice. At level 5, your Rally Die increases to a d8.



es are scoundrels, often in both attitude and practice. Just like  
nalerheart! Wait, scratch that last part.

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TARTING HIT POINTS: 6

LASS ITEMS: A set of forgery tools or a grappling hook

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## ie's Hope Feature

's *Dodge*: Spend 3 Hope to gain a +2 bonus to your Evasion until the r  
an attack succeeds against you. Otherwise, this bonus lasts until your

## s Features

ed: Any time you would be Hidden, you are instead Cloaked. In additi  
enefits of the Hidden condition, while Cloaked you remain unseen if y  
itioner, when an adversary moves to where they would normally see



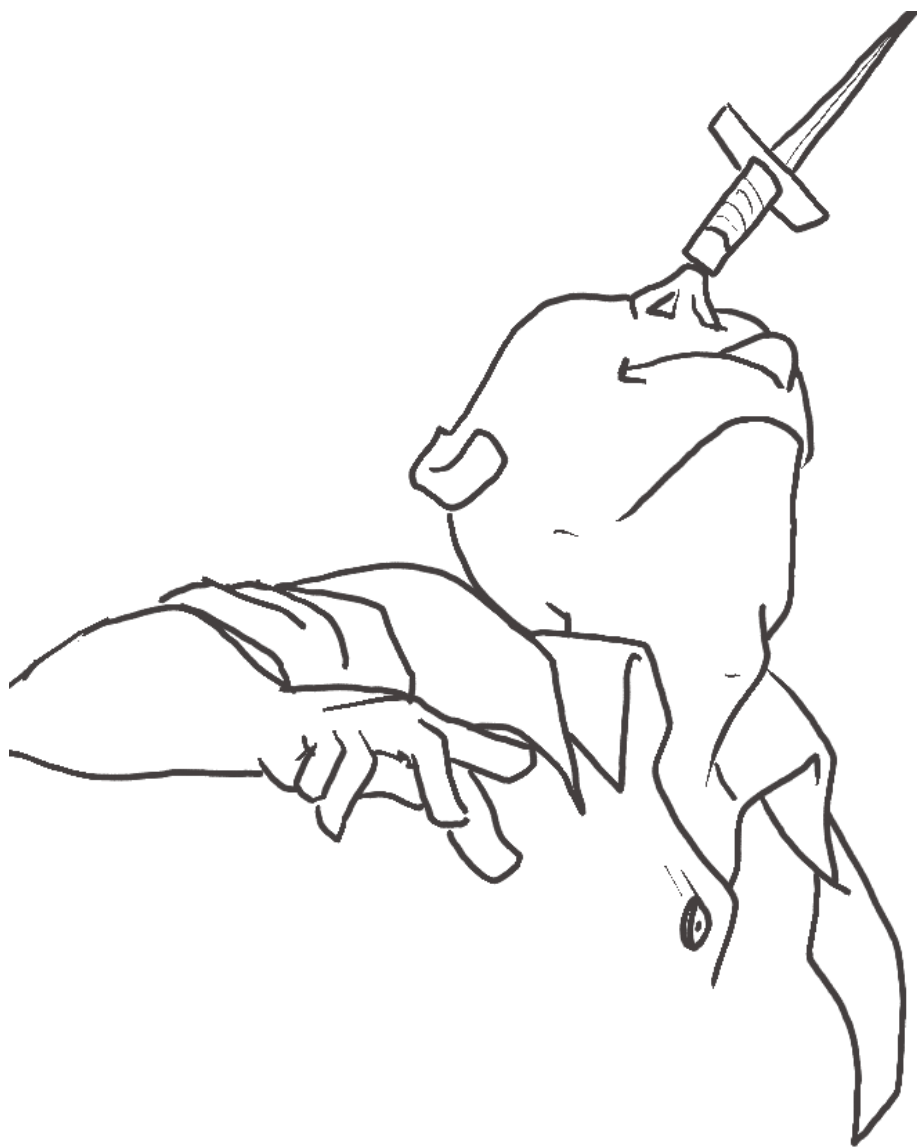
· *Attack*: When you succeed on an attack while Cloaked or while an ally is in Melee range of your target, add a number of d6s equal to your tier to your damage roll.

Level 1 → Tier 1

Levels 2–4 → Tier 2

Levels 5–7 → Tier 3

Levels 8–10 → Tier 4



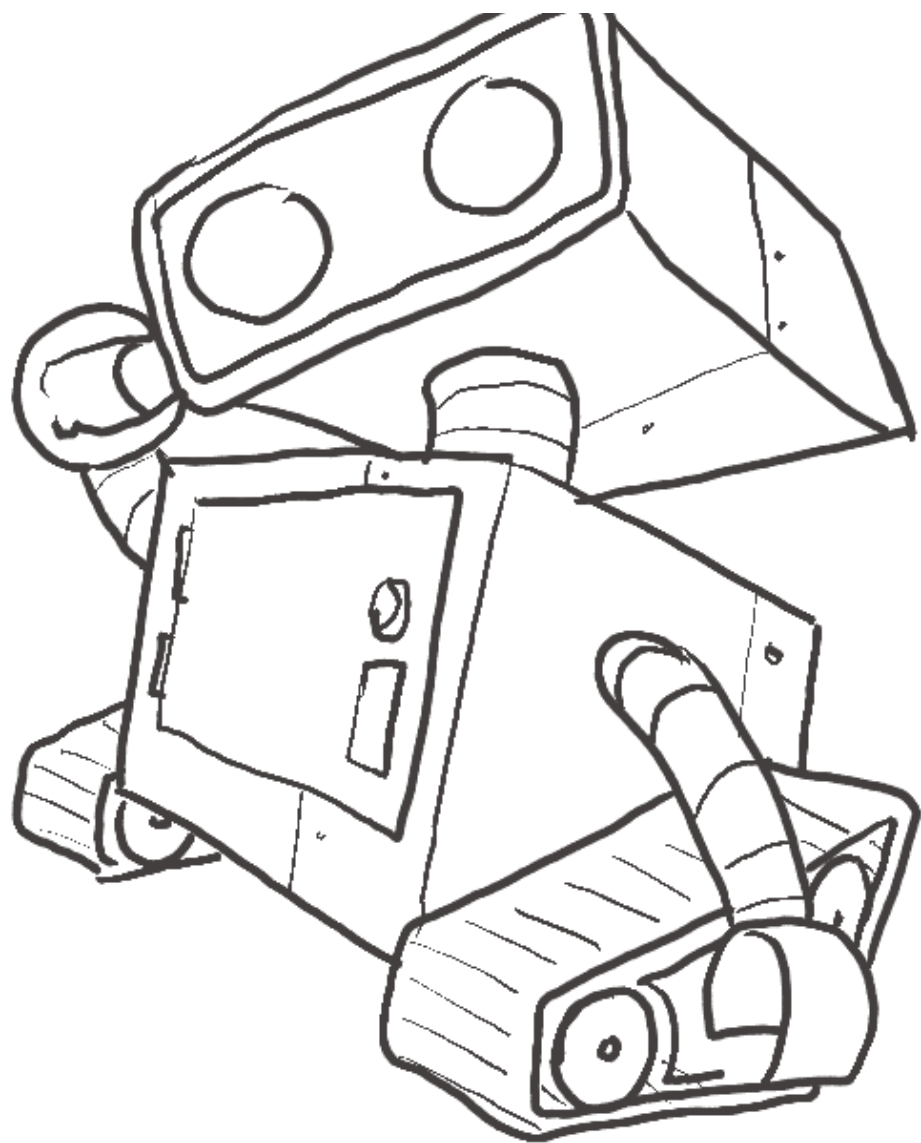
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s are sentient mechanical beings built from a variety of materials, including metal, wood, and stone.



## History Features

*Useful Design:* Decide who made you and for what purpose. The purpose is to move butter. Oh my god.



ari

ces to detect JS sound, adding to their heightened senses. katawii mowe ow *whispers to self* wess screeches f-fewinye ow *whispers to self* inyoid, with catlike attributes in the *boops your nose* fowm of haiw, lews, and a muzzle. about *sweats* hawf of the *boops your nose* katawii wation UwU have taiws. T-T-Theiw skin and fuw come in a wide >w< e of hues and pattewns, incwuding sowid cowows, cawico tonyes, tab es, and an awway of spots, patches, marbling, ow *whispers to self* bani iw height wanges fwom about 3 feet to 6 ½ feet, *sweats* and they wive nd 150 yeaws.

desu.







inalerheart is a conversation but not. The GM describes fictional scen  
ing the PCs, and the players take turns describing how their characte



ore gameplay loop is the procedure that drives every scene, both in a f combat:

Set the scene

Ask and answer questions

Build on the fiction

Go back to step 1

## Hope & Fear

**Hope and Fear** are metacurrencies representing the cosmic forces that shape events of your table's story. Hope powers PC abilities and features, while Fear powers the abilities of the GM and the adversaries and environments of the story.

### Hope

Each PC starts with 2 Hope at character creation and gains more throughout the game. A PC can have a maximum of 6 Hope at one time, and Hope carries over between sessions.

Players can spend Hope to:

Activate a Hope Feature

The GM gains Fear whenever a player rolls with Fear and can spend Fear at

## Points & Damage Thresholds

oints (HP) represent a character's ability to withstand physical injury. V  
racter takes damage, they mark 1 to 3 HP, based on their damage  
holds:

If the final damage is at or above the character's Severe damage  
threshold, they mark 3 HP.

If the final damage is at or above the character's Major damage thres  
but below their Severe damage threshold, they mark 2 HP.

If the final damage is below the character's Major damage threshold,  
mark 1 HP.

oming damage is ever reduced to 0 or less, no HP is marked.

s damage thresholds are calculated by adding their level to the listed  
ge thresholds of their equipped armor.

**spotlight** is a symbol that represents the table's attention—and therefore the immediate focus of both the narrative and the game mechanics. Any time a character or player becomes the focus of a scene, they "are in the spotlight" and "the spotlight."

The spotlight moves around the table organically as scenes unfold unless a mechanical trigger determines where the spotlight goes next. For example, if a player fails an action roll, the mechanics prompt the GM to seize the spotlight and make a GM move.

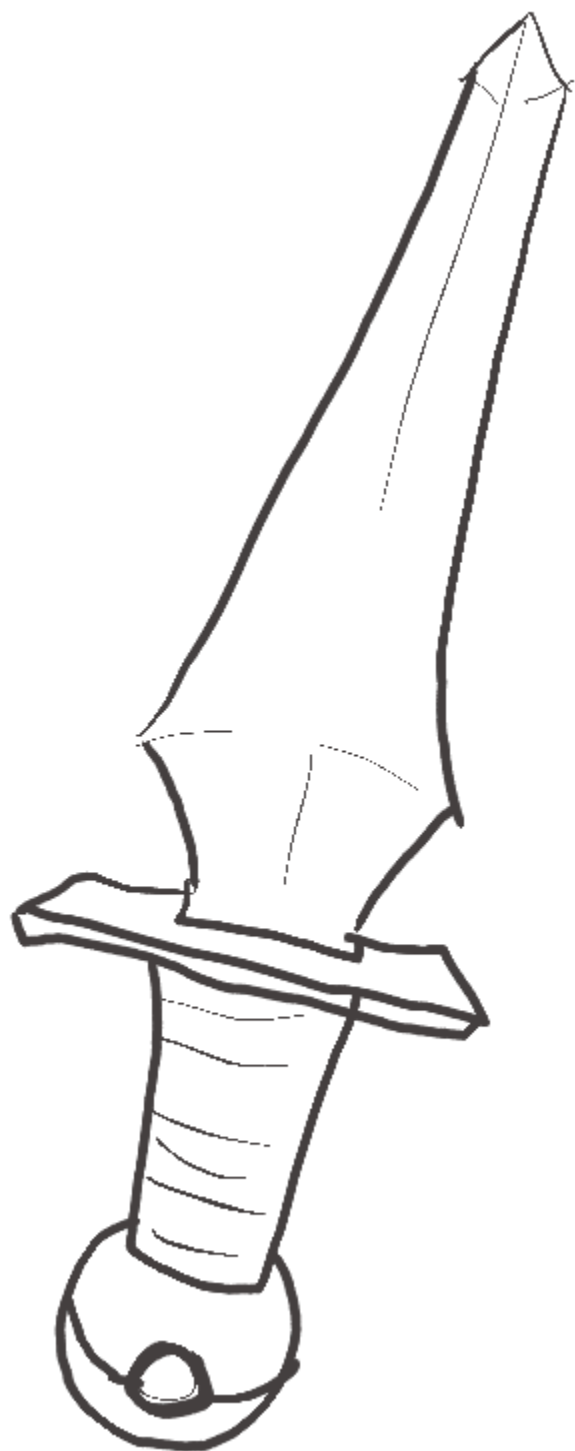
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## endary Returning Blade

**Size:** Close; **Damage:** d8+9 mag; **Burden:** One-Handed

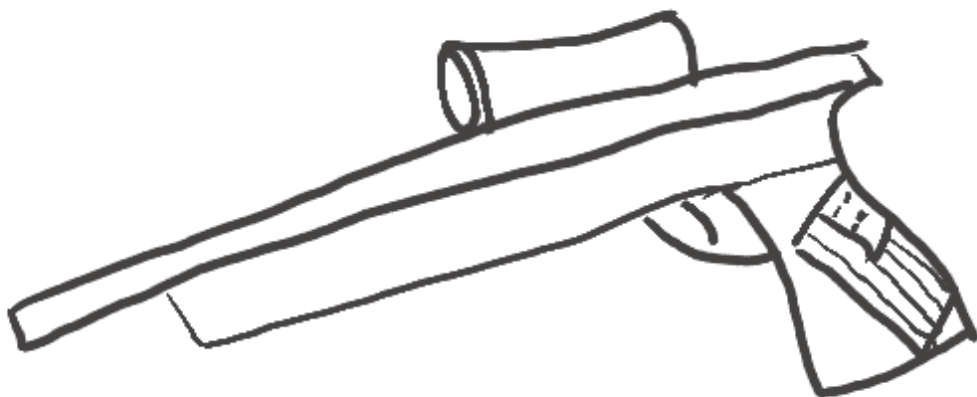
**Feature: *Returning*:** When this weapon is thrown within its range, it appears in your hand immediately after the attack.





**e:** Very Far; **Damage:** d6+6 mag; **Burden:** One-Handed

**ire: Reloading:** After you make an attack, roll a d6. On a result of 1, you mark a Stress to reload this weapon before you can fire it again.





## **rdrop**

an use this stardrop to summon a hailstorm of comets that deals  $8d2$  cal damage to all targets within Very Far range.



## ith Tea

you drink this tea, you instantly kill your target when you critically succeed on an attack. If you don't critically succeed on an attack before your next loss, you die.





a wonderful time.

# y Red Ooze

*Skulk*

*All moving mound of translucent flaming red slime.*

**Uses & Tactics:** Blaze, camouflage

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**Difficulty:** 11 | **Thresholds:** 5/None | **HP:** 2

**K:** -1 | **Ooze Appendage:** Melee | 1d4+2 mag

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ures

**ng - Reaction:** When a creature within Melee range deals damage to t  
they take 1d6 direct magic damage.

## ing Ice Dragon

' *Solo*

*ier-blue dragon with four powerful limbs and frost-tinged wings.*

**res & Tactics:** Avalanche, defend lair, fly, freeze, defend what is mine,



## ures

***tless (3) - Passive:*** The Dragon can be spotlighted up to three times per turn. Spend Fear as usual to spotlight them.

***ird Breath - Action:*** Spend 2 Fear to release an icy whirlwind in an area of Close range. All targets in this area must make an Agility Reaction Roll. Targets who fail take 4d6+5 magic damage and are Restrained by ice until they are free with a successful Strength Roll. Targets who succeed must mark the dragon or take half damage.

***nche - Action:*** Spend a Fear to have the Dragon unleash a huge downpour of snow and ice, covering all other creatures within Far range. All targets within the area must succeed on an Instinct Reaction Roll or be buried in snow and ice, becoming Vulnerable until they dig themselves out from the debris. If the PC that fails the reaction roll, you gain a Fear.

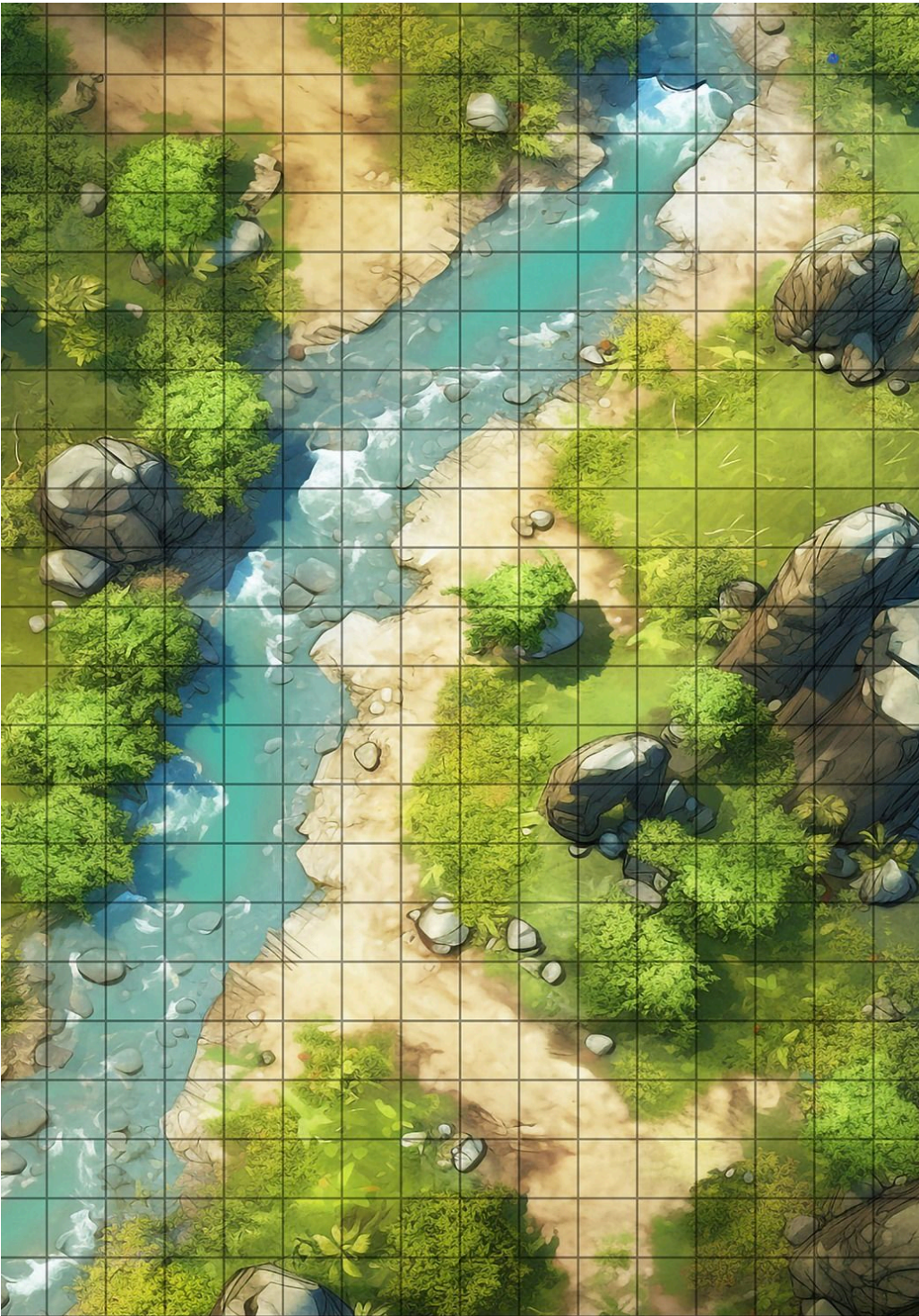
***entum - Reaction:*** When the Dragon makes a successful attack against





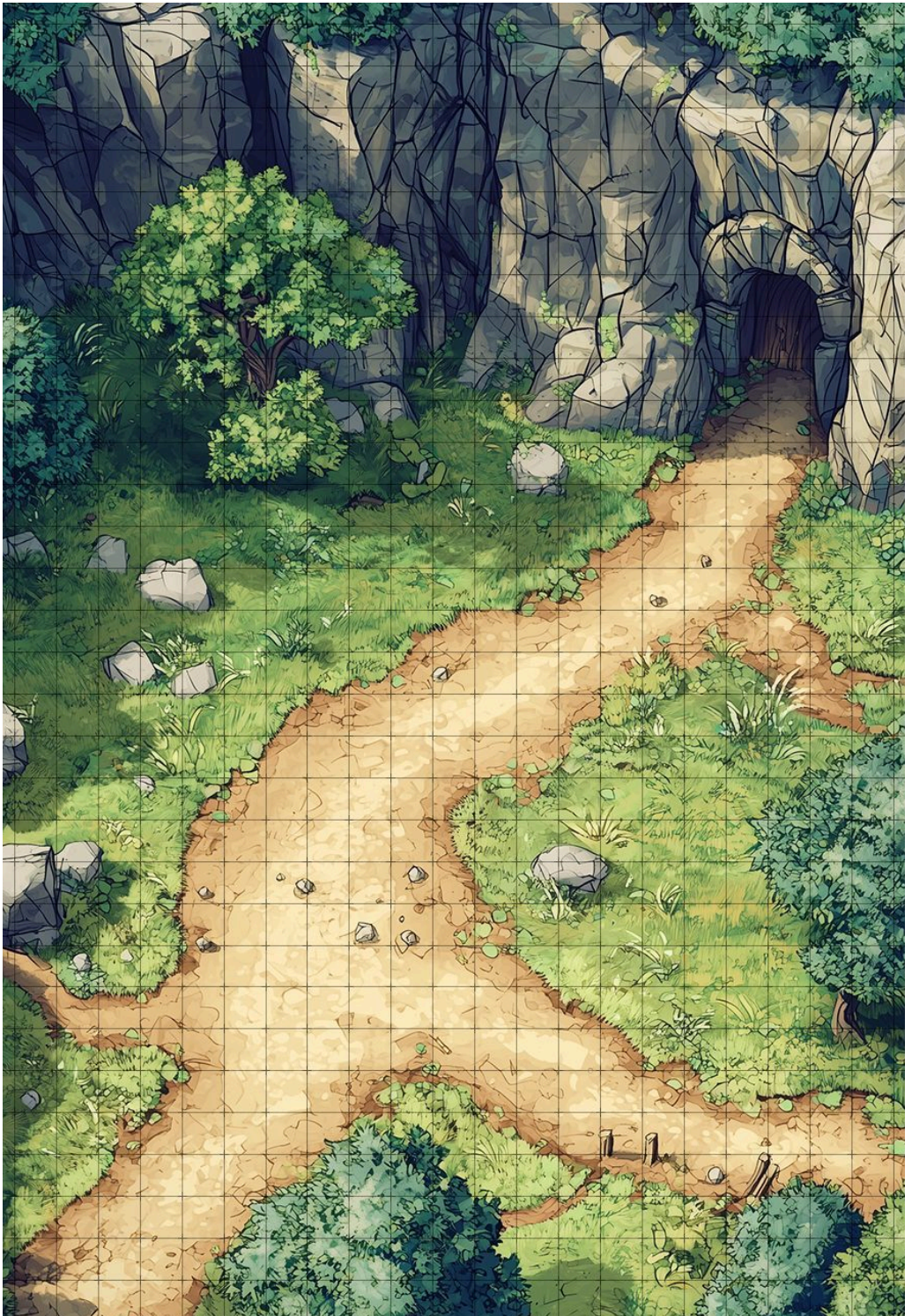
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Dice  
&  
Dungeon Quests