

DIAGONALERHEART

SYSTEM REFERENCE DOCUMENT 0.0

Totally real and not ripped off

Introduction

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

What is this?

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

Totally.

Character Creation

Just do what, like, feels good, man.

Core Materials

It's not safe to go alone. Take this.

The Basics

When a player makes an action roll, they utilize Duality Dice—two differently 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	Crit	You automatically succeed with a bonus and gain a Hope. If this was an attack roll, you deal critical damage.

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

Classes

Bard

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

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- STARTING HIT POINTS: 5
 - CLASS ITEMS: A romance novel or a letter never opened
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Bard's Hope Feature

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

Class Feature

Rally: Once per session, describe how you rally the party and give yourself and each of your allies a Rally Die. At level 1, your Rally Die is a d6. A PC can spend their Rally Die to roll it, adding the result to their action roll, reaction roll, damage 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.

Rogue

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

• STARTING HIT POINTS: 6

• CLASS ITEMS: A set of forgery tools or a grappling hook



Rogue's Hope Feature

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

Class Features

Cloaked: Any time you would be Hidden, you are instead Cloaked. In addition to the benefits of the Hidden condition, while Cloaked you remain unseen if you are stationary when an adversary moves to where they would normally see you. After you make an attack or end a move within line of sight of an adversary, you are no longer Cloaked.

Sneak Attack: When you succeed on an attack while Cloaked or while an ally is within 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

Ancestries

Clank

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



Ancestry Features

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

Katari

Katawi awe f-fewinye humanyoids with wetwactabwe cwaws, vewticawwy swit p-pupiws, and high, twianguwaw e-e-eaws. They can awso have smaww, pointed canyinye teeth, soft fur, and wong w-w-whiskews that assist theiw pewception and nyavigation. T-T-Theiw eaws can swivew nyeawwy 1-180

degwees to detect :3 sound, adding to theiw heightenyed senses. Katawi may wook mowe ow *whispers to self* wess *screeches* f-fewinye ow *whispers to self* humanyoid, with catwike attributes in the *boops your nose* fowm of haiw, whiskews, and a muzzle. about *sweats* hawf of the *boops your nose* katawi popuwation UwU have taiws. T-T-Theiw skin and fuw come in a wide >w< wange of hues and pattewns, incwuding sowid cowows, cawico tonyes, tabby stwipes, and an awway of spots, patches, marbling, ow *whispers to self* bands. T-T-Theiw height wanges fwom about 3 feet to 6 ½ feet, *sweats* and they wive to arownd 150 yeaws.

Uwu desu.



Core Mechanics

Flow of the Game

Diagonalerheart is a conversation but not. The GM describes fictional scenarios involving the PCs, and the players take turns describing how their characters react.

Core Gameplay Loop

The core gameplay loop is the procedure that drives every scene, both in and out of combat:

1. Set the scene
2. Ask and answer questions
3. Build on the fiction
4. Go back to step 1

Hope & Fear

Hope and Fear are metacurrencies representing the cosmic forces that shape the 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 they control.

Hope

Every PC starts with 2 Hope at character creation and gains more throughout play. 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

Fear

The GM gains Fear whenever a player rolls with Fear and can spend Fear at any time to make or enhance a GM move or to use a Fear Feature.

Combat

Hit Points & Damage Thresholds

Hit Points (HP) represent a character's ability to withstand physical injury. When a character takes damage, they mark 1 to 3 HP, based on their damage thresholds:

- 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 threshold but below their Severe damage threshold, they mark 2 HP.
- If the final damage is below the character's Major damage threshold, they mark 1 HP.

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

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

The Spotlight

The **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" or "have the spotlight."

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

Weapons

Legendary Returning Blade

Range: 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.



Ilmari's Rifle

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

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



Consumables

Stardrop

You can use this stardrop to summon a hailstorm of comets that deals 8d20 physical damage to all targets within Very Far range.



Death Tea

After 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 long rest, you die.

Running an Adventure

GM Guidance

Have a wonderful time.

Adversaries and Environments

Tiny Red Ooze

Tier 1 Skulk

A small moving mound of translucent flaming red slime.

Motives & Tactics: Blaze, camouflage

Difficulty: 11 | **Thresholds:** 5/None | **HP:** 2
ATK: -1 | **Ooze Appendage:** Melee | 1d4+2 mag



Features

Burning - Reaction: When a creature within Melee range deals damage to the Ooze, they take 1d6 direct magic damage.

Young Ice Dragon

Tier 3 Solo

A glacier-blue dragon with four powerful limbs and frost-tinged wings.

Motives & Tactics: Avalanche, defend lair, fly, freeze, defend what is mine, maul

Difficulty: 18 | **Thresholds:** 21/41 | **HP:** 10 **ATK:** +7 | **Bite and Claws:** Close | 4d10 phy



Features

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

Blizzard Breath - Action: Spend 2 Fear to release an icy whirlwind in an area within 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 break free with a successful Strength Roll. Targets who succeed must mark 2 Stress or take half damage.

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

Momentum - Reaction: When the Dragon makes a successful attack against a PC, you gain a Fear.