



The Kalachuchi Will Bloom Again.

A solo ttrpg about recovery and hope

Disclaimer: This is a solo roleplaying game tackling the themes of mental illness and recovery. Please remember to take care of yourself, and opt out of playing when you become uncomfortable.

<i>Wala sa'king mga kamay</i>	<i>The heat that brings life</i>
<i>Ang init na bubuhay</i>	<i>Isn't in my hands</i>
<i>Kundi sa kamay ng araw</i>	<i>But in the sun's In their fingers</i>
<i>Sa kanyang mga daliri</i>	<i>The shadows will get darker</i>
<i>Titindi ang mga anino</i>	<i>But your petals Will also bloom</i>
<i>Ngunit ang iyong mga talulot</i>	
<i>Ay sisigla rin</i>	<i>Kalachuchi</i>
<i>Kalachuchi</i>	<i>White and yellow</i>
<i>Puti at dilaw</i>	<i>Because of the warmth</i>
<i>Dahil sa init</i>	<i>The heart comes back</i>
<i>Bumabalik ang dugo</i>	

- Munimuni, [Kalachuchi](#) -

The premise.

Recovery: it's anything but easy. It takes time, it takes work. But it is possible. Things get better, and you get better. The best time to start is now, in the present.

Take the first step towards genuine growth. Your journey starts today.

Who are you?

Roll 1d6 to determine which question you answer. You can also answer any combination if you'd like.

1	You've lost something or someone dear to you. Under what circumstances was this loss?
2	There's something within yourself you refuse to confront. What is it?
3	For better or worse, you keep going back to a certain moment in your life. Describe this moment.
4	There's something you own that you always keep. What memory is attached to this?
5	There is a time in your life that you're struggling to remember. What happened and why are you unable to remember?
6	You often find yourself occupied with something in the back of your head. What is it?

The game.

Start with 3d6 as your **Challenge Dice** and 2d6 as your **Resilience Dice**. Roll both - if the Challenge Dice have a higher roll, then you don't accomplish the task or you do it poorly. If there's a draw or the Resilience Dice have a higher roll, then Laura does the task well.

If all of your dice land on 6, you have a **Good Day** and accomplish all of your tasks swimmingly. Add 1 **Hope Point** every time this happens, as well as every time you get a roll difference of 5 or higher.

Table 1. Resilience

<i>Diff.</i>	<i>Outcome</i>
5	You accomplish the task with flying colors!
4	You accomplish the task moderately well.
3	You get it done, and can move on to the next task immediately.
2	You get it done, and can move on to the next task after a little rest.
1	You get the task done, but have to take a long while to rest before the next task.

Every day, you have 3 tasks to do. Roll 3d6 to determine these tasks.

Table 2. Tasks

<i>Roll</i>	<i>Task</i>
1	Answer a phone call from your internship
2	Work on your thesis
3	Manage your expenses
4	Clean the apartment
5	Answer messages on social media
6	(Make your own!)

The end.

Once you reach 10 **Hope Points**, you decide that, although your journey isn't over, you know you won't give up. After playing, give yourself a hug or make yourself some hot chocolate. Have a good day as well. And remember, the kalachuchi will bloom again.