

Chronicle Connection+

強い愛

ROMANCE TTRPG



WHAT A STRANGE THING!
TO BE ALIVE TOGETHER.



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INTRODUCTION

00. Chronicle Connection

Chronicle Connection is a solo journaling TTRPG about love, life, and dating.

To play Chronicle Connection you will need 1d6 (one six sided die), the printable Character Type and Connection sheets in this book, and a journal (I highly suggest a Hobonichi!).

In Chronicle Connection, the Character you play as is the protagonist of a romance story and the plot of this story advances as your character writes in their diary and interacts with their "Connection" over a period of 24 days.

During these 24 days, your character will interact with and learn more about their Connection, possibly creating a kind and loving relationship or possibly even a disaster waiting to happen.

Chronicle Connection requires Players to have a strong sense of imagination to tie the story together. Within this book you will find many tools and resources to help guide you along, even if this is your first solo journaling game.



How to Play

05. HEARTBREAK

A heartbreak occurs when 2 or more negative events occur in a row from either the Character or Connection Table. When a heartbreak occurs the Character loses 1 Chance, when all Chances have been depleted the bond between your Character and Connection is completely lost and the story ends. Make sure to detail this event in your own journal!

**All Character Types have 5 Chances available throughout the game and Chance cannot be restored*

Negative events are **marked in pink** on the Character and Connection tables.

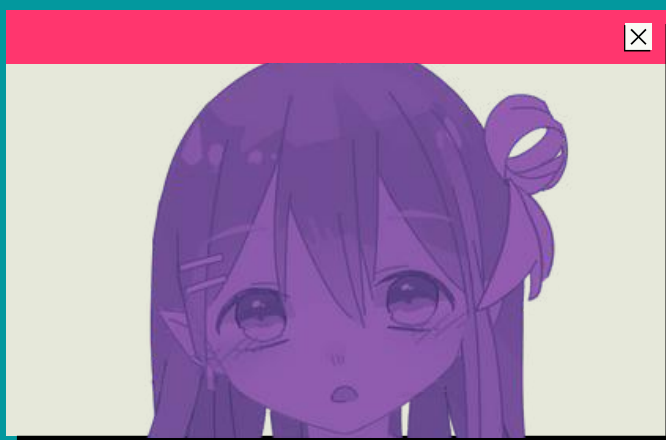
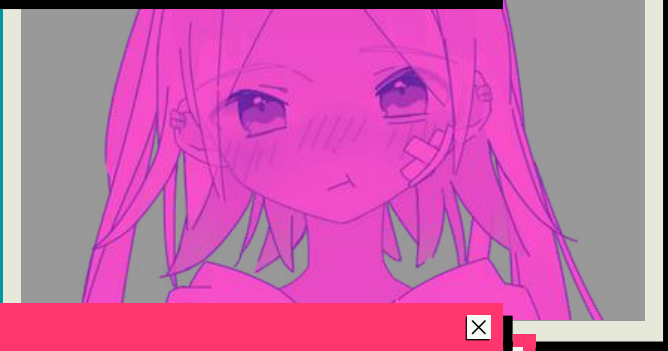
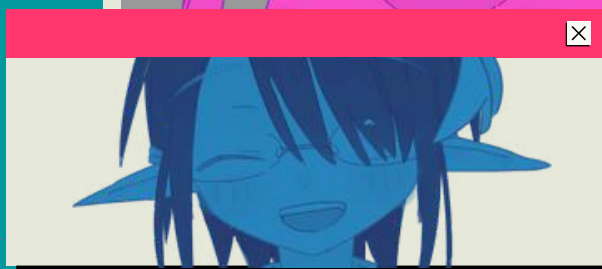
06. SPECIAL EVENTS

A Special Event occurs whenever the Character records in their diary on a specific day with each of these days varying for each different Connection. Special Events are meant to be intimate moments between the Character and Connection and advance the Connection Meter by providing +5 Love.

**Special Events can only happen once per game.*

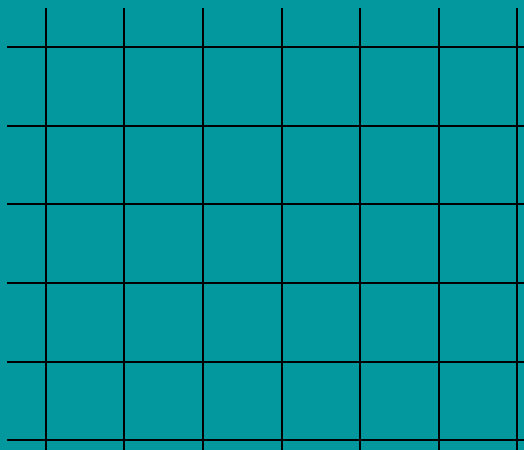


Connections



CONTENTS

- KANA
- HARU
- SATSUKI
- AKANE
- HINA
- MIRAI
- YUI
- KAEDE
- MITSUKI
- RINI



DEFAULT
CM: **CARING**



KANA

An outgoing person with a fiery personality, loud and spunky even while at work. Kana spends most of their time working as a maid and dedicates themselves to being a maid to others even when off the clock.

Kana believes that being such a maid is an art form and strives to be the greatest maid they can be but often forgets to take care of themselves.

SPECIAL EVENT

Kana's Special Event is triggered by journaling on one of the following days and may only happen once:

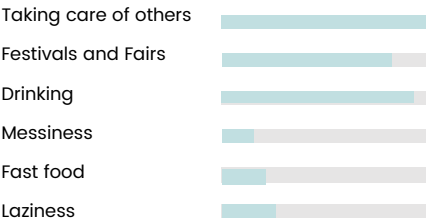
- 8
- 14
- 18
- 22

During Kana's Special Event, Kana arrives at the Character's home, ready to take care of them for the day. During this time Kana is the Character's personal house maid. Kana takes this very seriously and does this as a present for the Character.

CONNECTION TABLE

Id6 Result	Interaction & Effect
1	Is upset by something and refuses to tell
2	Takes care of the Character during the day
3	Was surprised by the Character
4	Ignores the Character for work instead
5	Told the Character something intimate
6	Grows closer to the Character

LIKES & DISLIKES



DEFAULT
CM: **ATTRACTED**



RINI

A strange and mysterious person that no one else seems to see, Rini is withdrawn and untrusting of most people and uses their powers to only be seen by those they like. Rini is mischievous and wild, and enjoys playing pranks on normal people. Due to their mystical nature, Rini doesn't work a normal job and can usually be found whenever they want to be found.

SPECIAL EVENT

Rini's Special Event is triggered by journaling on one of the following days and may only happen once:

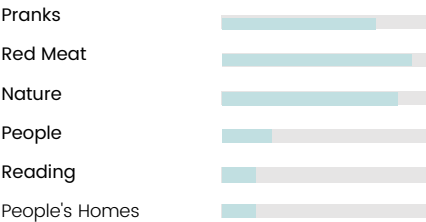
- 15
- 17
- 18
- 23

During Rini's Special Event, Rini randomly appears in the Characters home and surprises the Character. Rini inquires about human objects around the house and spends much of the evening asking various questions before confiding in the Character about their past and feelings.

CONNECTION TABLE

1d6 Result	Interaction & Effect
1	Disappears in front of the Character
2	Smirks at the Character
3	Tells the Character about themselves
4	Plays a harmless prank on the Character
5	Blushes in front of the Character
6	Gets mad and attacks the Character

LIKES & DISLIKES





Solo-Journaling RPG

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