# Advanced Psychology Rules

These rules add some depth to the psychology rules for Chronica Insidea.

## Passions

Each character has 20 points to spend on passions. These are things the character cares about a lot, and should make sense with the character's background. Typical passions include Loyalty, Wealth, Friends, etc, but can be anything the player finds interesting for the character.

## Hardening

Each character has a certain level to which they've become hardened in each of five categories. The categories are:

- Violence
- Isolation
- Helpless
- Unnatural
- Self

These can be set at any point from 0 to 10. The most appropriate of these can be added to try to avoid freak outs. When you succeed at a roll to avoid a freak out with one of these, that one goes up by one if there are consequences. If a character gets to a 10 in one of these, they have a crisis, and must get back down to 9 very soon, or they will stop caring and give up the fight.

## Psychological Hinderances

When a freak out occurs, the character also takes on a psychological hinderance of the size of the number of successes in the opposing pool. These are relatively permanent, but can be healed with the right de-stressing scene and an appropriate roll. If a character gets enough psychological hinderances, the GM may have them test to see if they go insane.

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Last update: **2018/05/25 01:21**