

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.

Psychological Hinderances

From:

<https://wiki.wishray.com/> - **Wishray Wiki**

Permanent link:

https://wiki.wishray.com/doku.php?id=dark_conspiracy:advanced_psychology&rev=1476303406

Last update: **2016/10/12 13:16**

