

# 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

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