

# Ability Scores

## Methods

A player may choose any of the four core methods they'd like for each of their characters. They don't need to use the same method for every character.

## Constitution

### HP adjustment

Characters add their CON-based HP adjustment to each **hit die**, not level. That means that monks and rangers begin the game with twice their HP adjustment.

### Max raises

A character's original constitution score (after race is applied, but before aging is applied) is the maximum amount of times a character can be raised from the dead or resurrected. Beyond this number, raising is only possible through [wishes](#). Since a character loses 1 CON every time they're raised, without some magical means to recover lost CON it's more likely that the character fails a Resurrection check before they hit their maximum raises.

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