

Ability Scores

Methods

You may choose any of the four core methods you'd like for each of your characters. You don't need to use the same method for every character.

Maximum 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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