

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.

From:

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https://demonidol.com/ability_scores?rev=1694917526

Last update: **2025-04-13 23:35**

