

INTELLIGENT ITEM

EGO

EGO ITEM'S TOTAL EGO SCORE

Intelligent items with an ego 20 or more always consider themselves superior to any character.

In the event of a personality conflict, the wielder must make a will save against the item's ego, or the item becomes dominant.

VAARDIGHEDEN

Vaardigheid Score	Bonus	Vaardigheid	Temp Bonus
INT		INT	
WIS		WIS	
CHA		CHA	

Ability Modifier = (Total Ability Score - 10) ÷ 2

SENSES

- ☐ **EMPATHY**
Item can communicate emotional intent.
- ☐ **SPEECH**
Item can talk in languages it knows.
- ☐ **TELEPATHY** +1
Item can communicate with its wielder, regardless of language.
- SENSES** ☐ 30ft ☐ 60ft ☐ 120ft
- ☐ Darkvision
- ☐ Blindsense +1
- ☐ **READ LANGUAGES** +1
Item can read any language.
- ☐ **READ MAGIC** +1
Item can decipher magical writing.

LANGUAGES

INTELLIGENT ITEM

Name

Base magic item

Item value gp + EGO

POWERS AND PURPOSE

+ EGO

+ EGO

+ EGO

+ EGO

+ EGO

+ EGO

+ EGO

+ EGO

Total ego bonus from item powers, dedicated powers, special purpose etc.

+ EGO