## INTELLIGENT 17 **INTELLIGENT ITEM** Имя ЭГО Base magic item **ITEM'S TOTAL EGO SCORE** Intelligent items with an ego 20 or more always Item value consider themselves superior to any character. In the event of a personality conflict, the wielder **POWERS AND PUR** must make a will save against the item's ego, or the item becomes dominant. ХАРАКТЕРИСТИКИ Значение Бонус Модиф. Врем. Хар-ки Хар-ки Бонус INT МУД XAP Модификатор = (Суммарный показатель - 10) ÷ 2 + ЭГО **SENSES** □ Сочувствие Item can communicate emotional intent. □ SPEECH Item can talk in languages it knows. □ ТЕЛЕПАТИЯ +1 Item can communicate with its wielder, regardless of language. **SENSES** □ 30ft □ 60φτ □ 120φτ □ Darkvision □ Blindsense ☐ READ LANGUAGES +1 Item can read any language. ☐ READ MAGIC +1 Item can decipher magical writing. языки

×	INTELLIGENT	ITEM	*	
Имя				
\$ <sup>0</sup> ,10,40,	Base magic item			<u>,</u>
+40°C 310	Item value	,     am	+ 910	
'A	POWERS AND PU	JRPOSE	*	
			<b>+</b> 900	
				I
			<b>+</b> ЭГО	
			• 510	]
				. [
			+ 3ГО	
			<b>+</b> 9FO	
				1
			+ 910	I
			<b>+</b> 9FO	
			<b>+</b> 900	
			<b>+</b> 900	i
Total ego bonu special purpos	s from item powers, dedica e etc.	ted powers,	<b>+</b> 9FO	