

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.

ABILITIES

| | Ability Score | Bonus | Ability Modifier | Temp Bonus |
|-----|---------------|-------|------------------|------------|
| INT | _____ | _____ | INT | _____ |
| WIS | _____ | _____ | WIS | _____ |
| CHA | _____ | _____ | CHA | _____ |

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

+ EGO

SENSES

☐ EMPATHY

Item can communicate emotional intent.

☐ SPEECH

Item can talk in languages it knows.

☐ TELEPATHY

Item can communicate with its wielder, regardless of language.

+1

SENSES ☐ 30ft ☐ 60ft ☐ 120ft

☐ Darkvision

☐ Blindsense

+1

☐ READ LANGUAGES

Item can read any language.

+1

☐ READ MAGIC

Item can decipher magical writing.

+1

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