

## INTELLIGENT ITEM

### EGO

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#### 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.

### CARATTERISTICHE

Punteggio Bonus Modificatore Bonus  
Caratteristica Della statistica temporaneo

INT

INT

SAG

SAG

CAR

CAR

Modificatore di Abilità =  
(Punteggio di Abilità Totale - 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** ☐ 9 m ☐ 60ft ☐ 120ft

☐ Darkvision

☐ Blindsense

+1

#### ☐ READ LANGUAGES

Item can read any language.

+1

#### ☐ READ MAGIC

Item can decipher magical writing.

+1

### LINGUAGGI

## INTELLIGENT ITEM

Nome

Base magic item

Item value

mo

+ EGO

### POWERS AND PURPOSE

+ EGO

+ EGO

+ EGO

+ EGO

+ EGO

+ EGO

+ EGO

+ EGO

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

+ EGO