

## 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.

### CARACTERISTIQUES

	Valeur de Carac.	Bonus	Mod. de Carac.	Bonus Temp
INT	_____	_____	INT	_____
SAG	_____	_____	SAG	_____
CHA	_____	_____	CHA	_____

Modificateur de Caractéristique =  
(Score Total de la Caractéristique - 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** ☐ 9,00 ft ☐ 60ft ☐ 120ft
- ☐ Darkvision **+1**
- ☐ Blindsense **+1**
- ☐ **READ LANGUAGES** **+1**  
Item can read any language.
- ☐ **READ MAGIC** **+1**  
Item can decipher magical writing.

### LANGAGES

## INTELLIGENT ITEM

Nom

Base magic item

Item value \_\_\_\_\_ po **+ EGO**

### POWERS AND PURPOSE

**+ EGO**

**+ EGO**

**+ EGO**

**+ EGO**

**+ EGO**

**+ EGO**

**+ EGO**

**+ EGO**

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