

## 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.

### Habilidades

	Pontos de Habilidade	Bonus	Modificador de Habilidade	Temp Bonus
INT	_____	_____	INT	_____
SAB	_____	_____	SAB	_____
CAR	_____	_____	CAR	_____

Modificador =  
(Total de pontos - 10) ÷ 2

+ EGO

### 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** ☐ 10m ☐ 60ft ☐ 120ft
- ☐ Darkvision +1
- ☐ Blindsense +1
- ☐ **READ LANGUAGES** +1  
Item can read any language.
- ☐ **READ MAGIC** +1  
Item can decipher magical writing.

### LANGUAGES

## INTELLIGENT ITEM

Nome



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