INTELLIGENT ITEM **INTELLIGENT ITEM** Name EGO Base magic item ITEM'S TOTAL **EGO SCORE** Intelligent items with an ego 20 or more always Item value gp 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. POWERS AND PURPOSE ABILITIES Ability Ability Bonus Temp

	20016	Modifier Bollu			
	00010				
INT		INT			
WIS		WIS			
СНА		СНА			+ EGO
СПА		CIIA			
	ty Modifier = otal Ability Score - 10)	÷ 2 + EG(
`	SENSE	ES	1		+ EGO
	(IPATHY m can communicate em	notional intent.			
	ЕЕСН				
Item can talk in languages it knows.					+ EGO
TELEPATHY Item can communicate with its wielder,					- 200
	ardless of language.	,			
SENS	SES □ 30ft □ 60ft	□ 120ft			
_	Darkvision				+ EGO
_	Blindsense	+:	1		
☐ READ LANGUAGES Item can read any language. +1			1		
	AD MAGIC	+:	1		
Itei	m can decipher magical	l writing.	_		+ EGO
*	LANGUA	GES	4		
					+ EGO
					+ EGO
				Total and honus from item nowers, dedicated nowers	

special purpose etc.

