

## 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