INTELLIGENT ITE INTELLIGENT ITEM

	Nome	
EGO .		
EGO ITEM'S TOTAL EGO SCORE	Base magic item	
Intelligent items with an ego 20 or more always consider themselves superior to any character.	Item value gp	+ EGO
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	x (
Habilidades *		
Pontos de Bonus Modificador de Temp Habilidade Habilidade Bonus		+ EGO
INT INT		
SAB SAB CAB		+ EGO
CAR CAR		
Modificador = (Total de pontos - 10) ÷ 2		
SENSES *		+ EGO
☐ EMPATHY Item can communicate emotional intent.		
□ SPEECH		
Item can talk in languages it knows.		. ECO
TELEPATHY Item can communicate with its wielder, regardless of language.		+ EGO
SENSES □ 10m □ 60ft □ 120ft		
☐ Darkvision		+ EGO
☐ Blindsense +1		TEGO
READ LANGUAGES Item can read any language. +1		
READ MAGIC		7.00
Item can decipher magical writing. LANGUAGES		+ EGO
LANGUAGES		
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		+ EGO
	Total ego bonus from item powers, dedicated powers, special purpose etc.	+ EGO

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