

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.

ATTRIBUTSWERTE

	Attributs- wert	Bonus	Attributs- modifikator	Temp. Bonus
IN	_____	_____	IN	_____
WE	_____	_____	WE	_____
CH	_____	_____	CH	_____

Attributsmodifikator =
(Attributswert - 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** ☐ 9m ☐ 60ft ☐ 120ft
- ☐ Darkvision **+1**
- ☐ Blindsense **+1**
- ☐ **READ LANGUAGES** **+1**
Item can read any language.
- ☐ **READ MAGIC** **+1**
Item can decipher magical writing.

SPRACHEN

INTELLIGENT ITEM

Name

Base magic item

Item value

GM

+ EGO

POWERS AND PURPOSE

+ EGO

+ EGO

+ EGO

+ EGO

+ EGO

+ EGO

+ EGO

+ EGO

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

+ EGO