

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.

ATRYBUTY

EGO

Intelligent items with an ego 20 or more always consider themselves superior to any character.

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	Wartość Atrybutu	Premia	Modyfikator z Atrybutu	Temporowa Premia
INT	_____	_____	INT	_____
RZT	_____	_____	RZT	_____
CHA	_____	_____	CHA	_____

Modyfikator z Atrybutu =
(Wartość Atrybutu - 10) / 2

+ EGO

Modyfikator z Atrybutu =
(Wartość Atrybutu - 10) / 2

- ☐ **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 ☐ 18m ☐ 36m
 - ☐ Darkvision
 - ☐ Ślepозmyst +1
- ☐ **READ LANGUAGES** +1
Item can read any language.
- ☐ **READ MAGIC** +1
Item can decipher magical writing.

Item can communicate emotional intent.

Item can talk in languages it knows.

Item can communicate with its wielder, regardless of language.

SENSES ☐ 9m ☐ 18m ☐ 36m

☐ Darkvision☐ Ślepozmyśl

☐ **READ LANGUAGES**
Item can read any language.

☐ **READ MAGIC**
Item can decipher magical writing.

Imię

Base magic item

Item value

S7

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

+ EGO

+ EGO

+ EGO

+ EGO

+ EGO

+ EGO

+ EGO

+ EGO

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