

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.

In the event of a personality conflict, the wielder must make a will save against the item's ego, or the item becomes dominant.

| | 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.

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Imię

Base magic item

Item value

S7

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| | + 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.

+ EGO