**Ego Check [Iconic]**

You probably don’t know how, or why, but you happen to be an animated object.

Benefit: You gain an extra lesser magic item slot, and the associated magical item itself. At 8th level, you gain an extra greater magic item slot, and the associated item itself. When you are unequipped, an ally may equip you (if you are willing) within their [Melee] range as part of a move action or swift action, or you may equip yourself to an ally within your [Melee] range as a standard action. When you become equipped to an ally you may choose to transfer the magic items and slots associated with this feat to the ally you are equipped to for as long as you are equipped to them.

While you are equipped, you share a square with the equipped target, you move with them whenever they would be moved through any means (Although you do not provoke an Attack of Opportunity from their movement), and you may be targeted normally. However, you lose the ability to move on your own through Charge, Run, using move actions to move, five foot steps, [Teleport] effects, or any other such means, and effects that displace you or the equipped target displaces you both to the same square. If an effect would displace both you and your equipped target, you are both displaced to the square your equipped target would be displaced to. You or the equipped target has the option to split this bond as a standard action, moving you to a square of your choice within your equipped target’s [Close] range without provoking an Attack of Opportunity. If you are killed or rendered unconscious while equipped, you can no longer provide these benefits to an ally.