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Phrenic Creations

Special Materials

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SPECIAL MATERIALS

Equipment carved of crystal and imbued with psychic energy is the hallmark of many psionic adventurers. Mundane crystal and the rarer deep crystal, however, are not the only substances of use to the skilled craftsmen of psionic cultures. Detailed below are a variety of new materials that can benefit any psionic character, from the most powerful of psions and psychic warriors, to the lowliest of wild talents and psionic commoners.

Items made of these special materials all have the ability to be energized by psionic power, similar to the ability of a deep crystal weapon to convert psionic power to extra damage. Each psionic special material has its own unique energizing properties, which are considered supernatural abilities.

Psionic special materials also have affinities for particular psionic special abilities. The base cost of enchanting armor, shields or weapons of a material with one of its affinities is reduced by 10%. For example, a +1 shield would normally cost an additional 720 gp to be given the *heartening* enhancement. If that shield were made of bloodslate, the additional cost for *heartening* would be reduced to 648 gp. Some special materials have affinities for magical special abilities; in these situations, psionic characters should be able to reproduce the appropriate psionic counterparts for any requirements to create items with such special abilities.

Crafting and Psionic Special Materials

Manipulating psionic special materials while bringing out their latent psionic abilities is a feat beyond the mundane craftsman. In order to craft an item from any of the materials listed in this supplement, the crafter must be a psionic creature.

Crafting armor and weapons from psionic

materials tends to be more challenging than working with mundane metals and leathers. Crystalline substances such as bloodslate and radiant crystal must be carefully carved and occasionally grown into desired shapes, metallic substances like ectobronze must be alloyed, forged and hammered with the greatest of care, and organic substances like id skin, shiftroot and mindpearl must be soaked, treated and dried under the most exacting conditions to preserve their unique properties. Apply a +5 modifier to the DC of any crafting checks to make an item from a psionic special material.

Advanced knowledge of psionic theory allows a crafter to manipulate psionic special materials with greater ease. A character with at least 5 ranks in Psicraft gains a +2 synergy bonus to all Craft skill checks made to craft an object from a psionic special material.

ATTUNEMENT

While any psionic character can energize and use the abilities of an object made with a psionic special material, a special connection can exist between such an item and its creator. When a psionic creature crafts an item from a psionic special material, he may attune the item to himself. This attunement acts as a link between the object and creator and is considered a supernatural ability. Attuning an item does not alter the cost of crafting the item.

As a standard action, the creator may sense a nearby attuned item with a successful Concentration check with a DC equal to 1/5 the range in feet (rounded up), determining the distance and direction to the item but not its precise location. This ability works regardless of any barriers or obstacles, but it does not grant any line of effect to the attuned item.

Attuned items gain a +1 competence bonus on all saving throws while in the possession of