

Mind Thrust (112,320)GP

+2 Psychic Intelligent Half Spear. (Ferroplasm) (Increases with Psi points) Sheds Violet Light in 10ft radius (unless mentally quenched by the user), When first grasped or draws first blood, spear makes Telepathic Mental Noise within 30ft,

Note: The weapon's actual enhancement bonus is based off of the users Psi-points. When the weapon is in short spear form, the ferroplasm's inherent properties make it a +2 weapon regardless of points. It increases to +3 at 50+ points, and to +4 at 130+ points.

INT 18

WIS 15

CHA 12

Communication: Telepathy only,

Prime Powers

Detect Psionics or Missive at will.

Can extend reach as a free action on characters turn by 5ft. (Changes bonus to hit to +1 and damage dice to 1d6)

Extraordinary Powers

Detect Thoughts (1 minute) 3/ day

Ectoplasmic Form (10 minutes) 1/day

EGO (Unknown)

Psychic: A psychic weapon's power depends on its wielder. In the hands of a non-psionic creature, it possesses the qualities of a mundane weapon of its type. When wielded by a psionic creature, however, the weapon's abilities are revealed and become functional, based on the wielder's current power point reserve. The enhancement bonus and special abilities noted below do not stack: A wielder with 15+ power points doesn't also have access to powers revealed at lower reserves.

Available abilities cannot exceed a +2 bonus to market price, as noted below. The DM chooses or rolls randomly on Table: Melee Weapon Special Abilities. Once a bonus ability is revealed, it is "locked in."

Power Point Enhancement

Reserve	Bonus	Special Ability
0 >	+0	None
1+	+1	None
5+	+1	One +1 bonus ability (Teleporting)
15+	+2	One +1 bonus ability (Teleporting)
30+	+2	Two +1 bonus abilities(Teleporting, Dissipater)
50+	+3	Two +1 bonus abilities (Teleporting, Dissipater)
80+	+3	Two +1, one +2 bonus abilities (Teleporting, Dissipater, +2 Ability TBD)
130+	+4	Two +1, one +2 bonus abilities (Teleporting, Dissipater, +2 Ability TBD)

Manifester Level: 18th; Prerequisites: Craft Psionic Arms and Armor, emulate power, metaphysical weapon, and powers specifically imprinted; Market Price: +5 bonus.

Special Qualities: Roll d%. A 01–20 result indicates that the item produces telepathic "noise" when first drawn or at first blood ("audible" to all within 15 feet), 21–25 indicates that the weapon is intelligent, 26–35 indicates that the weapon is both intelligent and produces telepathic noise, 36–50 indicates that the command thought (if any) is psionically encoded and whispers itself into the user's mind on acquisition, and 51–100 indicates no special qualities.

Special Materials

In addition to psionic items with imbedded powers, some substances have innate special properties.

Ferroplasm: Mined from secret locations in the Astral Plane, this malleable metal holds its shape only in the hands of a psionic being. When an item forged with ferroplasm is unattended or held by a non-psionic creature, it melts and temporarily loses all special powers. But when wielded by a psionic creature, such an item immediately springs back into its true shape and regains all abilities. In its proper form, a ferroplasm item glows with a violet light (illuminating a 10-foot-radius), unless the item's owner mentally quenches it. In an area where psionic powers do not function, it collapses as if in the hands of a non-psionic creature.

Ferroplasm adds to the quality of a weapon or suit of armor based on how much of the material is used. Weapons fashioned from ferroplasm have a natural enhancement bonus to attack and damage. Armor fashioned from ferroplasm has a natural enhancement bonus to AC. These bonuses do not stack with other enhancement bonuses. Weapons or armor fashioned from ferroplasm are treated as masterwork items with regard to creation times, but the masterwork quality does not affect the enhancement bonus of weapons or the armor check penalty of armor.

Ferroplasm has hardness 20 and 40 hit points per inch of thickness when in its true form, and a hardness of 5 and 10 hit points per inch of thickness when soft.

Item	Enhancement		Market Price
	Bonus	Modifier	
Light armor	+1		+1,500 gp
Medium armor	+2		+4,000 gp
Heavy armor	+3		+8,000 gp
Shield	+1		+1,500 gp
Weapon damage 1d4 or 1d6	+1		+2,500 gp
Weapon damage 1d8, 1d10, or 1d12	+2		+7,500 gp

Teleporting: This ability can only be imbedded in weapons that can be thrown. A teleporting weapon returns through the Astral Plane to the creature that threw it. It teleports into the throwing creature's empty hand on the round following the round that it was thrown, just before that creature's turn. It is therefore ready to use again that turn.

Manifester Level: 7th; **Prerequisites:** Craft Psionic Arms and Armor, dimension door; **Market Price:** +1 bonus

Dissipater: This weapon is devastating to creatures and objects composed of or originally formed from ectoplasm (such as astral constructs, walls of ectoplasm, creatures in ectoplasmic form, and items created using the Metacreativity discipline). Against qualifying targets, a dissipater weapon ignores damage reduction and treats all successful hits as critical hits.

Manifester Level: 12th; **Prerequisites:** Craft Psionic Arms and Armor, dismiss ectoplasm; **Market Price:** +1 bonus.