

Cat.	Material	Strength	Description
Mundane Materials	Pottery	5	
	Glass	5	
	Ceramic	40	
	Cloth/Fabric	1	
	Leather	7	
	Hardened Leather	10	
	Bone/Ivory	15	
	Wood	15	
	Wood - Hoen	20	
	Wood - Teak/Mahog	30	
	Wood - Theq	40	
	Ironwood	50	
	Wood - Dir	30	
	Dragon Bone	50	
	Alchemical Glass	10-50	
Stone	Jade	70	
	Diamond	200	
	Precious Stone	70	
	Obsidian	40	
	Flint	25	
	Orhan Marble	50	
	Stone - Soft	20	
	Stone - Hard	35	
	Stone	25	
Stone - Cavarite	75		
High	Cerama-Steel	85	High tech
	Steel-Glass	75	
Magic Metals	Silver	20	
	Gold	20	
	Platinum	30	
	Copper	25	Soft metal.
	Bronze	30	Alloy of copper and tin.
	Iron	35	Iron.
	Low Steel	40	Non-magical alloy of iron & carbon

Non M	High Steel	50	Non-magical alloy of iron, carbon, and other elements
	Beryllium	55	Pale grey metal, dull lustre. Used in weapons, Kuluku
	Tethium (White Alloy)	60	Developed by Tethior, a non-magical alloy of iron, carbon, zinc and titanium. Pale grey with a soft sheen it does not
	Krelin* (Black Alloy)	55	Developed by Krelij, a non-magical alloy of iron, carbon, and other materials. Dark grey with a dull luster. It is
Magic Metals	Enclatine	45	Magically infused iron
	Quevite	50	Magically infused steel of lesser quality
	Tayn	55	Magically infused high-quality steel
	Keron	65	Black, very shiny alloy. It is strong but flexible and holds a
	Trystrium	70 (100 Imbed)	Trystrium is a strong, flexible substance and holds a keen edge (only laen, eog or taurith surpasses its sharpness). Additionally, it can be embedded with Channeling spells or Blades made of the material have a keen edge, and have the strange innate property of being Of Slaying any living
	Vaanum	75	An extremely hard, volcanic glass that can be forged into very keen-edged, almost indestructible weapons. When it does
	Laen (True Glass)	125	These characteristics include: the strength to withstand extreme torque without bending or cracking, the molecular structure permitting it to take and retain a very sharp cutting edge, and the extreme ease with which it can be embedded with Essence spells (not Mentalism or Channeling; see electrium). Therefore, taurith is usually worked cold-a
	Taurith	140	proceeding requiring considerable skill on the part of the Lords of Essaence alloy. Very light and incredibly strong.
	Ithloss	200	An extremely hard metal, it is brittle in it's pure form, but when combined with certain other elements the resulting alloy can be used to make superior weapons and armor.
	Eog (True Steel)	175	Meteorite alloy. Extremely strong, dull gray appearance. Knowledge to work was lost in first era.
	Star Iron	200	
Arninyark	60	A metallic element which absorbs and retains raw Essence radiations. Working like a battery or capacitor, it constantly absorbs ambient Essence and can be 'tapped' like a Flow of Essence and thus utilized. It does not work in the same manner as a Spell Adder, however, and cannot store specific spells. It is bluish-green and can be polished to a dull luster. The absorptive qualities can be an effective defence as	

Special Materials

Braizium	40	Bronze colored metal. Does not corrode or oxidize. Can crack under stress, but used for ornamental armor due to it's
Electrium	35 (200 for spell capacity)	This alloy is malleable and ductile with a color similar to electrum (gold and silver mixed without the iron and the Essence treatment). Spells from all three realms of magic can be embedded more easily into electrium than most other materials. (Imbed I can be cast as a 1st level spell. Imbed II as Anti Essence material.
Kregora	75	Soft metal but inhibits Mentalism.
Rularon	50	High tech steel alloy.
Cerama-Steel	85	Clear steel.
Steel-Glass	90	Enchanted, light weight, pliable.
Shaalk	150	Blue-silver in hue, this alloy is created from titanium, arinyark and other—more dangerous—materials, which
Xenium	80	

Rules: Material Strength is used for Breakage checks, RR's & Imbedding

Breakage: When a breakage check is called for, roll d100 and add Material Strength to roll. Result over 100 no

Breakage Optional Rule: Apply breakage check roll to all materials in compound item. For instance a Battle Axe

RR Option 1: Use Material Strength as Lvl for purposes of RR.

RR Option 2: Object is Lvl 1 but use Item Strength as RR modifier.

Spell Casting/Runes/Imbedding: Material Strength is either the maximum level of spells that can be imbedded or