

	Category	Caps	mVal
Essence	Stats	Level * 1.5	1
Shielding	Resists	(Level / 2) + 1	2
Focus	Caster	Level	0.5 flat
Battle	Melee	(Level / 5) + 1	5
War	Weapon	(Level / 5) + 1	5
Nature	Naturalists	(Level / 5) + 1	5
Arcane	Caster/Champ	(Level / 5) + 1	5
Blood	HP	Level * 4	1/4
Mystic	Power	(Level / 2) + 1	2

Raw	Uncut	Rough	Flawed	Imperfect	Polished	Faceted	Precious	Flawless	Perfect
1	3	5	7	9	11	13	15	17	19
1	2	3	5	7	9	11	13	15	17
5	10	15	20	25	30	35	40	45	50
1	2	3	4	5	6	7	8	9	10
1	2	3	4	5	6	7	8	9	10
1	2	3	4	5	6	7	8	9	10
1	2	3	4	5	6	7	8	9	10
4	12	20	28	36	44	52	60	68	76
1	2	3	5	7	9	11	13	15	17

	Fiery	Earthen	Airy	Vapor	Heated	Dusty	Icy	Light	Watery	Steaming	Mineral Encrusted	Oozing
Essence	Strength	Constitution	Quickness	Dexterity	Empathy	Intelligence	Charisma		Piety			
Shielding	Crush	Matter	Thrust	Spirit	Heat	Body	Cold	Energy	Slash			
Focus	Light	Mentalism		Enchantment			Void		Mana	Arboreal	Verdant	Creeping
Battle	Shield	Staff	Stealth	Parry	Critical Strike	Envenom						
War	Blunt	Celtic Spear	Recurve		Large Weapon	Pierce	Celtic Dual	Scyth	Blades			
Nature	Nurture	Nature	Music						Regrowth	Arboreal	Verdant	Creeping
Arcane	Light	Mentalism	Valor	Enchantment			Void		Mana			

mVal imbue point calculation for an item: 
$$\frac{((\text{Highest mVal} \times 2) + (\text{2nd mVal}) + (\text{3rd mVal}) + (\text{4th mVal}))}{2}$$