

# Steel Alloys, Weapon Damage Adjustments for:

When a weapon is more tempered, it will cause additional, bonus, damage per strike. The following are the steel alloys, and any damage adjustments each alloy will give a steel weapon:

<u>Steel alloys:</u>	<u>Weapon Damage Adjustment:</u>
Gage-steel	None.
Shank-steel	None.
Krakkin-steel	+1
Admontanium-steel	+2
Earthen-steel	+3
Krannik-steel	+4
Starr-steel	+5
Mystical-steel	+6
Koar-steel	+7