

## Pros and Cons of using reagents with Combat spells (vs. not using reagents)

Spell Type	Pros	Cons	Tactics/When to use Reagents	
<b>Direct Spells</b>	L > F	<ul style="list-style-type: none"> <li>- Decreased Drain Value as it is calculated by using the Force (NOT the Limit).</li> <li>- Increased chance to increase Damage Value.</li> </ul>	<ul style="list-style-type: none"> <li>- The Limit cannot be too high else it will result in Drain Type being physical.</li> </ul>	<ul style="list-style-type: none"> <li>- If target has superior defense abilities.</li> <li>- If increased Damage Value is desired.</li> <li>- If low Drain Value is desired.</li> </ul>
	L < F	<i>None</i>		
<b>Indirect, Single Target Spells</b>	L > F	<ul style="list-style-type: none"> <li>- Decreased Drain Value as it is calculated by using the Force (NOT the Limit).</li> <li>- Increased chance to penetrate the target's Defense Check as the higher Limit will potentially result in more hits to resist. (Thereby increasing the chance of "hitting" the target).</li> </ul>	<ul style="list-style-type: none"> <li>- The Limit cannot be too high else it will result in Drain Type being physical.</li> <li>- Decreased Armor Penetration as it equals the Force.</li> </ul>	<ul style="list-style-type: none"> <li>- If target has inferior armor.</li> <li>- If target has superior defense abilities.</li> <li>- If low Drain Value is desired.</li> </ul>
	L < F	<ul style="list-style-type: none"> <li>- The Force can be increased beyond Magic, as Drain Type will be stun as long as Limit is equal to or below Magic.</li> <li>- Increased Armor Penetration as it equals the Force.</li> </ul>	<ul style="list-style-type: none"> <li>- Relatively high Drain Value as it is calculated using the Force.</li> <li>- Decreased chance to penetrate the target's Defense Check as the lower Limit will potentially result in fewer hits to resist. (Thereby reducing the chance of "hitting" the target).</li> </ul>	<ul style="list-style-type: none"> <li>- If target has superior armor.</li> <li>- If target has inferior defense abilities.</li> <li>- If Drain is no problem.</li> </ul>
<b>Indirect, Area Spells</b>	L > F	<ul style="list-style-type: none"> <li>- Decreased Drain Value as it is calculated by using the Force (NOT the Limit).</li> <li>- Increased chance to resist the target's Counterspelling (if any) as the higher Limit will potentially result in more hits to Counterspell. (Thereby increasing the chance of "hitting" the target).</li> <li>- The Force can be lower than 3 without affecting scatter.</li> </ul>	<ul style="list-style-type: none"> <li>- The Limit cannot be too high else it will result in Drain Type being physical.</li> <li>- Decreased Armor Penetration as it equals the Force.</li> <li>- Decreased Area of Effect as its radius in meters equals the Force.</li> </ul>	<ul style="list-style-type: none"> <li>- If target uses Counterspelling.</li> <li>- If target has inferior armor.</li> <li>- If low Drain Value is desired.</li> <li>- If desired force is below 3.</li> <li>- If smaller Area of Effect than normal is desired.</li> </ul>
	L < F	<ul style="list-style-type: none"> <li>- The Force can be increased beyond Magic, as Drain Type will be stun as long as Limit is equal to or below Magic.</li> <li>- Increased Armor Penetration as it equals the Force.</li> <li>- Increased Area of Effect as its radius in meters equals the Force.</li> </ul>	<ul style="list-style-type: none"> <li>- Relatively high Drain Value as it is calculated using the Force.</li> <li>- Decreased chance to resist the target's Counterspelling (if any) as the lower Limit will potentially result in fewer hits to resist. (Thereby reducing the chance of "hitting" the target).</li> <li>- The Limit cannot be lower than 3 else the spell will definitely scatter.</li> </ul>	<ul style="list-style-type: none"> <li>- If target does not use Counterspelling.</li> <li>- If target has superior armor.</li> <li>- If Drain is no problem.</li> <li>- If larger Area of Effect than normal is desired.</li> </ul>

## Pros and Cons of using reagents with Health spells (vs. not using reagents)

Spell		Pros	Cons	Tactics/When to use Reagents
<b>Increase Reflexes</b>	L > F	<ul style="list-style-type: none"> <li>- Increased possibility to get more hits and thereby increase the bonuses to initiative.</li> <li>- Possibility to sustain a higher-than-normal-effect with Focused Concentration (positive quality) or a Sustaining Spell Focus as they are limited by the force of the spell (NOT the limit nor hits).</li> <li>- Decreased Drain Value as it is calculated using the force (NOT the limit).</li> </ul>	<ul style="list-style-type: none"> <li>- The Limit cannot be too high else it will result in Drain Type being physical.</li> </ul>	<ul style="list-style-type: none"> <li>- If low Drain Value is desired.</li> <li>- If increased bonus to initiative is desired.</li> <li>- If sustaining penalties is an issue.</li> </ul>

## Pros and Cons of using reagents with Illusion spells (vs. not using reagents)

Spell		Pros	Cons	Tactics/When to use Reagents
<b>Improved Invisibility</b>	L > F	<ul style="list-style-type: none"> <li>- Increased possibility to get more hits and thereby decreased risk of others to resist the spell and see you.</li> <li>- Possibility to sustain a higher-than-normal-effect with Focused Concentration (positive quality) or a Sustaining Spell Focus as they are limited by the force of the spell (NOT the limit nor hits).</li> <li>- Decreased Drain Value as it is calculated using the force (NOT the limit).</li> </ul>	<ul style="list-style-type: none"> <li>- The Limit cannot be too high else it will result in Drain Type being physical.</li> </ul>	<ul style="list-style-type: none"> <li>- If low Drain Value is desired.</li> <li>- If decreased risk of being seen is desired.</li> <li>- If sustaining penalties is an issue.</li> </ul>
<b>Stealth</b>	L > F	<ul style="list-style-type: none"> <li>- Increased possibility to get more hits and thereby decreased risk of others to resist the spell and hear you.</li> <li>- Possibility to sustain a higher-than-normal-effect with Focused Concentration (positive quality) or a Sustaining Spell Focus as they are limited by the force of the spell (NOT the limit nor hits).</li> <li>- Decreased Drain Value as it is calculated using the force (NOT the limit).</li> </ul>	<ul style="list-style-type: none"> <li>- The Limit cannot be too high else it will result in Drain Type being physical.</li> </ul>	<ul style="list-style-type: none"> <li>- If low Drain Value is desired.</li> <li>- If decreased risk of being heard is desired.</li> <li>- If sustaining penalties is an issue.</li> </ul>

## Pros and Cons of using reagents with Manipulation spells (vs. not using reagents)

Spell		Pros	Cons	Tactics/When to use Reagents
<b>Levitate</b>	L > F	<ul style="list-style-type: none"> <li>- Increased possibility to get more hits and thereby decrease the risk of others to resist the spell plus increase the amount of kilograms that can be levitated.</li> <li>- Possibility to sustain a higher-than-normal-effect with Focused Concentration (positive quality) or a Sustaining Spell Focus as they are limited by the force of the spell (NOT the limit nor hits).</li> <li>- Decreased Drain Value as it is calculated using the force (NOT the limit).</li> </ul>	<ul style="list-style-type: none"> <li>- The Limit cannot be too high else it will result in Drain Type being physical.</li> <li>- Decreased movement rate of levitated objects as it is tied to force.</li> </ul>	<ul style="list-style-type: none"> <li>- If low Drain Value is desired.</li> <li>- If high effect is desired.</li> <li>- If sustaining penalties is an issue.</li> </ul>
<b>Mob Control</b>	L > F	<ul style="list-style-type: none"> <li>- Increased possibility to get more hits and thereby decrease the risk of others to resist the spell plus increase the duration of the spell.</li> <li>- Possibility to sustain a higher-than-normal-effect with Focused Concentration (positive quality) or a Sustaining Spell Focus as they are limited by the force of the spell (NOT the limit nor hits).</li> <li>- Decreased Drain Value as it is calculated using the force (NOT the limit).</li> </ul>	<ul style="list-style-type: none"> <li>- The Limit cannot be too high else it will result in Drain Type being physical.</li> <li>- Decreased Area of Effect as its radius in meters equals the Force.</li> <li>- Increased risk of resistance by the target in subsequent rounds, as these subsequent tests are tied to the Force.</li> </ul>	<ul style="list-style-type: none"> <li>- If low Drain Value is desired.</li> <li>- If target has superior defense abilities.</li> <li>- If sustaining penalties is an issue.</li> <li>- If a long duration is not necessary.</li> </ul>