

Activating a Power

1. Choose the power you want to activate and make a **Crystal Channeling roll**.
2. **Modify the roll:**
 - A **penalty** equal to half the Power Point cost of the power (rounded up)
 - **The difference** between the Crystal's and the character's Rank: as a penalty if the Crystal's Rank is higher, or as a bonus if the character's Rank is higher.
3. **Check the results:**
 - **Success:** The power activates as normal. Assume the power follows the rules as noted in Savage Worlds, unless otherwise noted in the Crystal's description.
 - **Raise:** A raise on the roll grants any additional bonuses stated in the power's description.
 - **Failure:** The power doesn't activate. You can choose instead to make it activate (as if your final result was a 4), by taking a level of Fatigue that can only be reduced by a few minutes of meditation with no active powers. If this makes you Incapacitated, the power activates before you're out.
 - **Critical Failure:** Treated as a failure, and you also desync.

Power Modifiers

To use a Power Modifier, subtract from the roll half of its cost rounded up. This is usually -1, so it's safe to default to it.

Each power lists the Power Modifiers it allows. The common Modifiers (see Power Modifiers in Savage Worlds) are generally allowed, but only with a good rationale and the GM's permission. Exactly how it works is a matter of description, but it must always be relevant to the Crystal's theme.

Power Preparation

An Agent may prepare powers by concentrating for an entire round (no movement or other actions, and they must not be Shaken or Stunned). If successful, they ignore 2 points of penalties on all Crystal Channeling rolls on their next turn.

Maintaining Powers

All non-instant powers can be maintained for as long as the character desires (dismissed as a free action) but each power maintained inflicts a -1 on Crystal Channeling rolls.

Ongoing Powers

Outside of tense situations, such as combat, activating Ongoing powers does not require a roll. The Agent takes a few moments to focus themselves and release the potential from within the Crystal. They can even choose to activate the power as if they got a raise on the roll. During an action scene, activating an Ongoing power requires an action and a Crystal Channeling roll like any other power.

Losing Sync (Desync)

You're essentially suffocating. You can hold your breath for a number of rounds equal to 2 plus your Vigor die, or half that if you weren't prepared and didn't have time to take a good breath (which is usually the case with a Critical Failure). Another person can resync you with a Healing roll made as an action, with -1 if there's no first aid kit available. You can try to resync yourself, but with a -2 modifier.

When you run out of breath you become Incapacitated and lose consciousness. You'll die in a number of rounds equal to your Vigor die. You can be resuscitated with a Healing roll at -2.

You don't have access to your Crystal's powers while desynced, and all of your maintained powers are dropped. A desynced Crystal might or might not still grant its benefit and disposition, GM's call.

Socketing a Crystal

In controlled conditions there's no need for a check.

In an intense situation, like a combat scene, make a **Healing roll** (with -2 if you're treating yourself) and check the results:

- **Success:** The character manages to insert a Crystal into the harness and sync it with the bearer. The Agent immediately gains the Crystal's benefits and disposition. If Shaken or unconscious, they also get an immediate Vigor check to become un-Shaken or return to consciousness.
- **Raise:** The Agent also has a burst of energy, allowing them to ignore all Fatigue and Wound penalties until the end of their next turn.
- **Failure:** The character can't safely remove the Crystal, and must try again with another action.
- **Critical Failure:** The Agent is left mid-process, with no Crystal inside the harness. They begin suffocating, as with a desync.

Power Stunts

For a Benny, you can gain the temporary use of any power from Savage Worlds, as long as it makes sense as an extension of the theme. The Benny is paid only after both the GM and the player agree on the power and the interpretation of the theme.

The stunt allows a one-use effect of any instant-Duration power or three rounds of any other power (a new Crystal Channeling roll made before the end of the duration adds another three rounds).

Calculate the penalty as normal (half the Power Point cost, rounded up) including any Power Modifiers used.

Upgrading to Permanent: If you get two raises on the roll, you now know this Stunt as a new permanent power with this Crystal.