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## WHITEHACK

### Base Identity

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### Zero State

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### Current State

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Cost	Example Effect
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| 1   | <b>Minor service.</b> Call in a small favor, get past a minor obstacle, halve healing times, provide short transport, fight a simple foe.                                   |
| 2   | <b>Standard service.</b> Call in a substantial favor, remove or provide an obstacle, perform surgery, provide longer transport, give important but not crucial information. |
| d6  | <b>Major Intervention.</b> Relocate headquarters, save character's life, give crucial information, fight (but not defeat) major foe.  |
| 2d6 | <b>Last Resort.</b> Sacrifice crucial base elements, use <b>a lot</b> of resources, save the party.   |

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### Base Notes