Base Identity

Zero State

Current State

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