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| **The <Name>** | cypher-system-logo-0-1 |
| A **Descriptor (Flavor) Type** |
| that **Foci** |
| in **Recursion** |

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| **Statistics** | **Hardpoints** |  |
| **Crew** |  |
|  | **Pool** | **Edge** | **Current** |
| **Hull** |  |  |  |
| **Engines** |  |  |  |
| **System** |  |  |  |

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| **Recovery Rolls** | **1d6 + tier** |
| **1 Action** | **Power only (no restrictions)** |  |
| **10 Mins** | **Power (no restrictions)****Engines (during refuelling or emergency repairs)****Hull (emergency repairs only)** |  |
| **1 Hour** | **Power (no restrictions)****Engines (during refuelling, repairs or emergency repairs)****Hull (repairs, or emergency repairs)** |  |
| **10 hours** | **Power (no restrictions)****Engines (during refuelling, repairs or emergency repairs)****Hull (repairs, or emergency repairs)** |  |
|  |
| **Damage Track** |
| **WRECKED** (Hull Stat Pool @ 0)* +1 Effort per level of Engines/Systems
* Ignore minor & Major effects on rolls
* Combat roll of 17-20 deals only +1 dmg
 |  |
| **ADRIFT** (Speed Stat Pool @ 0)* Cannot move under their own power
 |  |
| **OFFLINE** (Power Stat Pool @ 0)* Cannot use any systems, including weapons
* No shields
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| **Defences** |
| **Type** | **Dmg Adj** |  |
| Armor -  |  |  |
| Shields -  |  |  |
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| **Attacks** |
| **Weapon**  | **Type** | **Range/Type** | **Diff. Adj** | **Damage** |
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| **Upgrades/Tech** |
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| **Special Abilities** **(A = Action, E = Enabler)** |
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Pictures/Deckplans