|  |  |
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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