

THE ETERNAL COURT

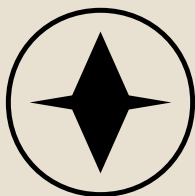
OPERATOR ROSTER

OPERATOR TACTICS D6



JESSE ALEXANDER

THE ETERNAL COURT · RPG PORT KIT



Operator Roster

Squad Record Sheet for Kormor Kirak, 1793

*A printable squad record sheet for tracking each operator's
stats, wounds, gear, and allegiance.*

KORMOR KIRAK · 1793

JESSE ALEXANDER

Print one copy per operator. Use pencil.



S OPERATOR RECORD

CALLSIGN: _____ CLASS: _____

FACTION ALLEGIANCE: _____ THE TURNED: [] Yes --
Tag: _____



ATTRIBUTES

MK	ST	SC	CP	IR	SD

MK = MARK (ranged) / ST = STEEL (melee) / SC = SCHEME (tactics) / CP = CIPHER (intel/stealth) / IR = IRON (resolve) / SD = STRIDE (movement, never rolled)



WOUND TRACK

FLESH WOUNDS:

[] Flesh 1	No penalty
[] Flesh 2	-1 to all rolls
[] Flesh 3	-2 to all rolls; next Flesh Wound becomes Mortal

MORTAL WOUNDS:

- ☐ Mortal 1 IRON check 4+ at start of activation or lose 1 action
- ☐ Mortal 2 Operator is down. Bleeds out in d3 rounds without stabilization.

PERMANENT SCARS: (from failed Wound Recovery rolls)



SPECIALIZATION

SELECTED SPECIALIZATION: _____

NOTES: _____



THE TURNED (IF APPLICABLE)

AUGMENT TAG: ☐ UNDYING ☐ IRONSHELL ☐ GHOST-STEP ☐ PREDATOR'S EYE

COMPLICATION: At start of activation in Blighted Ground, IRON check 4+. Fail: 1 action only this turn. TAG SUPPRESSION: Tag bonus unavailable while in Blighted Ground (specific effect per tag).



GEAR LOADOUT

PRIMARY WEAPON: _____ Range: _____ Cost: _____

Properties: _____

SECONDARY WEAPON: _____ Range: _____ Cost: _____

Properties: _____

ARMOR: _____ AR: _____

FIELD GEAR:

Item	Uses	Notes
-----	[--]	-----
-----	[--]	-----
-----	[--]	-----
-----	[--]	-----

SPECIALIZATION GEAR: _____



BATTLEFIELD EVOLUTIONS

Check when earned. These are permanent.

[]

[]

[]



XP

Earned this mission: [] Primary obj	[] Secondary obj
[] Survived	[] Outstanding moment
Total XP: -----	Spent: ----- Available: -----

ADVANCES PURCHASED:



CONTACT NETWORK

Contact Name Status	Reliability (d8)	Last Known
-----	-----	

-----	-----	
-----	-----	
-----	-----	



MISSION LOG

Mission	Outcome	Wounds Taken
-----	-----	

-----	-----	
-----	-----	
-----	-----	
-----	-----	
-----	-----	
-----	-----	



SS SQUAD RECORD

SQUAD CALLSIGN: _____ SAFE HOUSE: The Bastion Inn

FACTION ALLEGIANCES:

Operator	Allegiance
-----	-----
-----	-----
-----	-----
-----	-----
-----	-----



OPERATOR'S EDGE POOL

STARTING EDGE: _____ (= number of operators)

Current Edge: [][][][][][][][][][][]		
Edge earned this mission:		
[] Primary objective complete	+1	
[] Stealth objective complete	+1	
[] Natural 6 on critical roll	+1	(GM awards, once per mission)



SUPPLY STATE

- [] Abundant -- Standard loadout + 2 extra gear items
- [] Restricted -- Standard loadout only
- [] Depleted -- Lose 2 gear items; no specialization gear
- [] Critical -- Core weapons only; no consumables



FACTION PRESSURE TRACKS

Mark current pressure level. Advance after each mission's Between-Mission Sequence.

RED COURT	0 -- 1 -- 2 -- 3 -- 4 -- [5]
"The Queen's	Current: []
Patience"	Notes: -----
ALBION	0 -- 1 -- 2 -- 3 -- 4 -- [5]
DELEGATION	Current: []
"Crown's	Notes: -----
Investment"	
TERRASSIAN	0 -- 1 -- 2 -- 3 -- 4 -- [5]
CONSULATE	Current: []
"Koss	Notes: -----
Calculation"	
LICH CULT	0 -- 1 -- 2 -- 3 -- 4 -- [5]
"Whitehallow's	Current: []
Hour"	Notes: -----
MERCHANT WEB	0 -- 1 -- 2 -- 3 -- 4 -- [5]
"Rozito's	Current: []
Ledger"	Notes: -----



BATTLEFIELD EVOLUTIONS (SQUAD-LEVEL)

[]

[]

[]



BETWEEN-MISSION SEQUENCE TRACKER

Check off each step after every mission.

- [] 1. Wound Recovery (Flesh Wounds clear; roll for Mortal Wounds)
- [] 2. Downtime (Each operator picks one activity)
- [] 3. Supply State (Assess based on mission outcome)
- [] 4. Field Requisitions (Purchase gear)
- [] 5. Battlefield Evolutions (Check Performance Triggers)
- [] 6. Advance Factions (Roll/advance Pressure Tracks)
- [] 7. Brief (GM presents next mission)



CAMPAIGN NOTES
