

# CAMPAIGN HISTORY

Team Name: \_\_\_\_\_ Scenario: \_\_\_\_\_ Player Names: \_\_\_\_\_ Date: \_\_\_\_\_

Before the heist					After the heist		
Chapter	Character Skills	Character Skills	Character Skills	Character Skills	Team Cash	Team Loot	Notes
	AR HnR YW						

Angry Locksmith: AL  
Assault: As  
Black Hat: BH  
Blast: Bl  
Bruiser: Br  
Burglar: Bu  
Bypass: By  
Circumvent: Ci  
Concoct: Co  
Demolitions Guy: DG  
Extract: Ex  
Grease Man: GM

Grifter: Gr  
Hacktivist: Ha  
Hit 'n' Run: HnR  
Hurry: Hu  
Improvise: Im  
Lookout: Lo  
Mastermind: Ma  
Ninja: Ni  
Operative: Op  
Pilfer: Pi  
Prowl: Pr  
Safecracker: Sa

Script Kiddie: SK  
Sewer Rat: SR  
Smash 'n' Grab: SnG  
Splice In: SI  
Steal: St  
Street Urchin: SU  
Thug: Th  
Tinker: Ti  
Tunneler: Tu  
Watchman: Wa  
Wing It: WI  
Yank Wires: YW

e.g. "Lookout with Prowl and Steal is  
**Lo+Pr & St**"  
When a character is Busted, cross out the  
character. ~~Lo~~  
For Promote or Refine use an arrow  
e.g. "Lookout promoted to Watchman" is  
**Lo → Wa**