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**