Campaign History

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

Date:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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| Before the heist | | | | | After the heist | |
| Chapter | Character + Skills | Character + Skills | Character + Skills | Character + Skills | Cash & Loot | Notes |
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Angry Locksmith: AL

Assault: A

Black Hat: BH

Blast: B

Bruiser: Br

Burglar: Bu

Bypass: By

Circumvent: Ci

Concoct: Co

Demolitions Guy: DG

Extract: E

Grease Man: GM

Grifter: G

Hacktivist: H

Hit 'n' Run: HnR

Hurry: H

Improvise: I

Lookout: L

Mastermind: M

Ninja: N

Operative: O

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: W

Wing It: WI

Yank Wires: YW

e.g. “Lookout with Prowl and Steal 🡪 **L+Pr & St**

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