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SpiteandProtocol.com

First Operation Kit, a Spite & Protocol Supplement

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FIRST OPERATION KIT

This is a stripped-down entry point into **Spite and Protocol**. It is built to get a group to the table fast, teach the tone through play, and give both players and DMs a sharp first look at how the game feels under pressure.

This is **not** the full version of Spite and Protocol. It is a simplified operation built for immediate play. The full game, full library, and expanded tools live on SpiteandProtocol.com.

HOW TO USE THIS KIT

This kit uses simplified character and enemy sheets for speed. Combat attack bonuses are already included. Unless a specific bonus is listed, rolls are made as **straight d20 checks**.

Skills are not exhaustively listed here. If a player wants to do something outside of an attack, the DM should decide what kind of skill or approach fits the moment and set a Threshold, usually **15**, adjusted up or down at the DM's discretion depending on difficulty, risk, and the situation.

The goal of this kit is not to teach every rule in the full game. The goal is to get you playing quickly and let the pressure, choices, and consequences do the teaching.

MISSION BRIEF

Your party has been hired to recover a small Old Tech cube from a woman named **Jubilee Jane** somewhere out in the wastes. The job came through a **Gutter Guild broker** with enough money to be taken seriously and enough reputation to make betrayal a very short-lived plan. You have been given **1,000 gold** for the exchange and told Jubilee should be alone, that she will know why you are there, and that you are to come back with the item **at all costs**.

Your employer described the item with unusual precision. It is a **small gold cube**, heavy for its size, with **black seam lines** and a **single recessed light on one flat end that pulses red every few seconds**. Red, not blue. If it flashes blue, it is the wrong item. If it does not pulse at all, it is dead scrap.

No one told you what the cube does. Only that Jubilee has control of it, that she is dangerous, and that this meeting was arranged because dealing with her is still somehow safer than trying to take it by force.

That was before you saw the pink umbrella.

DM NOTES

The party approaches in a loose line or cluster at ~60'. Jubilee remains seated. Joe has a clean firing lane on that approach.

Jubilee Jane is exactly where the party was told she would be, waiting in plain sight beneath a bright pink umbrella in the middle of open wasteland. When the party first sees her, they are approximately **60' away**. The ground between them and Jubilee is mostly hard-packed dust, shallow sand, scattered stones, and sparse scrub. There is some cover in the area, but not enough to make the approach feel safe. This meeting place was chosen because it gives very little away for free.

Steely-Eyed Joe is hidden roughly **200' off-angle behind Jubilee**, buried into the wastes with a clean firing lane toward the approach. He is positioned so that the first shot can come from an unexpected direction without making his location obvious. Joe does not act unless Jubilee signals, Jubilee is attacked, the party begins obvious hostilities, or the setup is otherwise broken.

Joe is not meant to be fair. He is meant to make the players feel exposed and hunted.

If the players pause to study the scene, scan the area, spread out carefully, or ask the right questions, allow an **Investigation(15)** check. On a success, they are certain this is Jubilee Jane and can tell the setup feels wrong. The ground is too open, Jubilee is too relaxed, and the whole meeting place feels chosen rather than convenient. On an **Investigation(20)** or a natural 20, they catch a subtle clue that something else is out there. This should never be "there is a sniper in that exact spot." Instead, give them something partial: a patch of disturbed sand that does not match the wind, a shape that looks too deliberate to be natural, a brief glint, or a line of ground that feels too well-covered from off-angle. Enough to raise alarm. Not enough to solve the scene for them.

If the party opens with immediate violence, Joe is already in range and ready to fire.

Jubilee begins calm, poised, and almost warmly conversational. She is not frothing, raving, or visibly out of control. Her danger comes from how quickly she reads the group. She notices who stands in front, who watches the gold, who reaches toward a weapon, who protects whom, who gets angry first, and who thinks they are hiding fear. The conversation is her first attack. Use it that way.

THE WOMAN UNDER THE UMBRELLA

The directions were good. That is the first thing wrong.

You followed them out past anything that deserved to be called a road and into a stretch of wasteland so open it feels chosen. Pale dust. Hard-packed earth. Scattered stone. Thin scrub with nowhere near enough body to hide behind. Heat rolls off the ground in wavering sheets, bending the distance and making the horizon look loose at the edges.

Then you see the umbrella.

Bright pink. Open against the sun like a dare.

Beneath it, a woman lounges in a folding chair as if this were a beach instead of dead country. One long bare leg crosses over the other. In one hand, she holds a tall glass packed with ice, beads of sweat crawling down the outside. About twelve feet behind and off to one side of her chair, a longsword has been planted point-first into the earth. Even from here it looks wrong for ordinary steel, all carved bronze, bone, and dark metal worked into something expensive, ceremonial, and unmistakably made to kill.

She does not wave. She does not rise. She just watches you come on with the lazy confidence of someone who already knows how this meeting ends.

Even from here, you can tell she is beautiful.

And something about her is wrong.

DM NOTES

Pause here and ask the players what they do. If they approach or address her, Jubilee remains seated at first, sipping her drink. If she stands to speak or the scene turns openly hostile, she casually dumps the drink into the sand and tosses the glass aside. She leaves the sword where it is.



JUBILEE'S OPENING

If the party approaches without immediate aggression, Jubilee lets them get close enough to be rude to each other comfortably. She takes one slow sip from the glass, studies them like she's reading labels, and smiles.

“Look at that. You really came.”

She tilts the glass slightly in a lazy little salute.

“I was starting to think your boss had gone sensible on me.”

Her eyes move across the group, not hurried, not nervous, just taking inventory.

“You can always tell what sort of job it is by the shoes. Dust on the fronts means “in a hurry”. Dust on the sides means “came a long way”. Dust on the knees means somebody made a mistake on the way here.”

She smiles a little wider.

“And if nobody's dusty, that usually means the liars are still fresh.”

She lets that sit just long enough to make someone want to speak.

If the party identifies themselves, mentions the job, or produces the gold, Jubilee glances at it and seems almost disappointed.

“There it is. A thousand gold. Heavy little promise, isn't it?”

She takes another sip.

“You know what I like about gold? It always shows up dressed for the occasion.”

Her gaze drifts toward the money, then away again.

“You know what I don't like about it? It thinks it can finish a conversation by itself.”

If the party asks for the item, Jubilee gives them a pleasant look, almost amused that they thought this part might be simple.

“Oh, honey, no.”

She says it gently. Almost kindly.

“You didn't think I'd bring it to the meeting, did you?”

She turns the glass in her hand, watching the ice shift.

“The cube is close enough. Safe enough. Hidden well enough. You'll get your little blinking prize when I'm satisfied that I haven't wasted my afternoon.”

If the party presses harder, demands proof, or asks what she wants, this is where Jubilee begins to sharpen.

“What I want? That depends.”

Her eyes move from one party member to the next.

“Sometimes I want money. Sometimes I want information. Sometimes I want to see whether the people in front of me are exactly as disappointing as they first appear.”

She studies one character who stands protectively, one who watches the gold, one who keeps drifting toward a weapon, one who's angry too fast, whichever best fits the moment.

“Oh, there it is.”

A little smile.

“You stand in front of the others without thinking about it.”

Or:

“You keep looking at the gold like it might save you.”

Or:

“You’re angry already. That usually means fragile.”

Or:

“You moved when I smiled. Good instincts. Bad odds.”

Then she leans back, still perfectly at ease.

“The item costs a death.”

No smile now. No theatrics yet. Just calm certainty.

“I want to know which one of you the others can live without.”

She lets the silence do some work.

Then, with the same tone someone might use to ask about the weather:

“One body. One answer. One cube.”

DM NOTES

Do not assume the party chooses combat with Jubilee. Jubilee’s demand is real, and the players may decide to refuse it, bargain around it, fake compliance, fracture, or actually try to meet her price. All of those are valid outcomes for this scene.

If the party appears willing to seriously consider sacrificing one of their own, let that tension breathe. Jubilee does not rush them. She watches, listens, and enjoys what the decision reveals. She wants the group to show her who matters, who does not, and whether any of them will do something monstrous to get what they came for.

If the party truly kills one of their own to satisfy Jubilee’s demand, she honors the bargain in her own terrible way. She takes the 1,000 gold, reaches into her boot and removes the cube. It flashes once. Red. Then she says, **“Gold was never the expensive part. Now you understand cost.”**

If the party only pretends to comply, Jubilee may allow the act to play out if it is convincing enough, or she may decide they have insulted her and trigger Joe anyway. Use your judgment. Jubilee is insane, but not stupid.

If the party refuses, stalls too long, insults her, or clearly breaks the shape of the conversation, proceed to the signal and opening shot as described below.

DM NOTES

Let Jubilee pivot her observations toward whichever player behavior gives you the most tension. She should seem uncannily perceptive, but not supernatural. She is reading posture, fear, greed, loyalty, and anger in real time and using those things like a knife.

Do not rush her into the demand. Let the players squirm a little first. Let them answer her. Let them joke, bluff, threaten, or try to negotiate. Jubilee enjoys that part. The conversation is pressure, not filler.

If the players ask why a death is the price, Jubilee does not need to give a “true” answer. In fact, it is better if her logic feels coherent to her and monstrous to everyone else.

Good answers include:

“Because I don’t trade with full groups. Never ends well.”

“Because if you want something badly enough, one of you should prove it.”

“Because I want to know whether any of you actually understand cost.”

“Because one of you is wrong for this deal. I just haven’t decided whether I want you to choose, or me.”

If the players refuse Jubilee’s demand, fake compliance badly, stall too long, or otherwise break the shape of the conversation, Jubilee ends the discussion on her terms.

She does not shout. She does not lunge for the sword. She does not suddenly behave like a madwoman. That would make this easier.

Instead, she lets the silence hang for a moment, studies the group one last time, then raises one hand in a lazy finger-gun toward a party member who was not the center of the conversation. Choose a target that makes the moment feel cruel or disorienting. Ideally, pick someone Jubilee was not just verbally pressing. The point is not fairness. The point is shock.

Jubilee gives the smallest little smile and says, **“Pity.”**

That is Joe’s signal.

Describe the shot before the damage. This is the moment the scene breaks.

If the party has not already located Joe or fully broken the setup, his opening shot hits automatically and deals **2d8 Piercing damage**. Do not roll an attack for this shot. Do not add extra effects. Do not treat it as a critical hit. This is a staged, prepared kill-shot meant to detonate the scene, not a normal attack.

After resolving the damage, **roll initiative immediately**.

From that point forward, Joe attacks normally using his stat block.

If the party had already detected Joe clearly enough to warn the group, break line of fire, or force the setup apart before Jubilee gives the signal, do not use the automatic hit. In that case, Joe still fires as the scene breaks, but he does so normally after initiative is rolled.

Jubilee remains terrifyingly calm through all of this. If she stands before initiative begins, she casually dumps her drink into the sand and tosses the glass aside. She leaves the sword where it is.



COMBAT TACTICS

Jubilee Jane does not rush into combat like a berserker. She moves with total confidence and expects violence to bend around her until it doesn't. If the scene breaks into open combat, she rises from the folding chair, casually dumps her drink into the sand, throws the glass aside, and leaves the sword where it is. Then, as a Bonus Action and on the start of her first turn, she summons her Bonebound blade to her hand.

While above half HP, Jubilee always uses her Bonebound feature on her melee strikes, adding **1d12 damage** at the cost of **1d8 HP**. She fights like someone who values momentum over safety. She closes fast, hits hard, and moves from one melee target to the next, forcing the party to decide whether to spread out, protect each other, or burn reactions trying to stop her. If a player has a clear reason to make a Reaction attack as she leaves their reach, let them. Jubilee accepts those cuts because she trusts the trade.

If a target tries to kite her, break away too far, or stay safely outside her blade range, Jubilee uses **Bone Lance** rather than wasting movement. She prefers to keep everyone feeling threatened at once. She should feel relentless, but never frantic.

Jubilee is a **Grim Executioner**. Her passive feature **Heads Will Roll** causes her to score a critical hit on a natural **19–20**.

Steely-Eyed Joe remains dug into his firing position unless the battlefield becomes completely untenable. He does not reposition casually. He trusts his preparation, his angle, and Jubilee's ability to keep the party exposed. Once combat begins, Investigation checks made as an Action to locate Joe require **Investigation(16)**.

Joe uses **Hold Breath**, firing at advantage on every other turn rather than shooting carelessly every round. He is patient, disciplined, and focused on wounded, isolated, or tactically important targets. For this encounter, Joe's rifle deals **2d8 Piercing damage** on a hit.

There is effectively **no reliable cover** in this encounter. The terrain may break sightlines briefly or offer small positional advantages, but this is not a battlefield where the party should feel protected for long.

OUTCOMES

There is no clean ending to this encounter. That is the point. However it resolves, someone should leave this meeting changed, wounded, or carrying something heavier than the cube. Jubilee is not a puzzle with one answer. She is a pressure point. Let the players choose how they press on it. This scene already supports multiple valid resolutions, including open combat, fractured negotiation, retreat, or compliance with Jubilee's demand.

If the party **kills one of their own** to satisfy Jubilee, she honors the bargain in her own terrible way. She takes the 1,000 gold, retrieves the cube from inside her boot, and hands it over. Then she says, **"Gold was never the expensive part. Now you understand cost."** She does not attack unless the party turns on her afterward. Joe also holds his fire unless Jubilee is threatened. This is a success, but it should not feel like one.

If the party **refuses Jubilee's demand and fights**, the encounter proceeds normally. If Jubilee dies, the party can recover the cube from inside her boot. Joe continues fighting until he is killed, routed, or Jubilee is dead and the battlefield becomes untenable. If Jubilee dies before she can gloat, the party still gets the item, but the emotional wound belongs to the fight instead of the bargain.

If the party **kills Joe first**, Jubilee should become more openly vicious and less patient. She has lost the shape of the trap and now has to make the scene personal. She may press the attack recklessly, close distance faster, or try to finish the confrontation before the party can reorganize. She does not flee unless the DM wants her to survive for future use.

If the party **tries to fake compliance**, let it play if the deception is smart, ugly, and convincing. Jubilee is insane, but she is not stupid. If the trick is thin, or if the group's emotions make the lie obvious, Jubilee treats that as an insult and signals Joe.

If the party **retreats**, Jubilee does not chase far. Joe may continue firing until the party breaks line, reaches distance, or the angle is lost. The party can survive by running, but they do not complete the mission, and returning to their employer without the cube should carry consequences.

If the party **captures Jubilee alive**, she should not break easily. She lies, mocks, bargains, and tests the group right up until the moment pain, fear, or overwhelming force makes that impossible. If the DM wants to reward a smart capture plan, Jubilee may reveal the cube's location under pressure, but she should never make that feel easy or clean.

If the party **wins the fight and gets the cube**, the mission is technically complete. The real question is what they had to become in order to carry it home.

Jubilee Jane

Medium, Humanoid

HP 58 DEF 14 SPEED 30'

Attack +4 with all listed attacks.

Protocol

Jubilee begins seated, calm, and conversational. Once violence begins, she rises without hurry, dumps her drink into the sand, throws the glass aside, and leaves her sword where it is until she calls it to hand. She fights with total confidence, pushing from target to target and trading her own blood for heavier strikes.

Abilities

Bonebound Weapon. As a **Bonus Action**, Jubilee summons her planted longsword to her hand. When she hits with that weapon, she may pay **1d8 HP** to deal an additional **1d12 Necrotic damage**.

Heads Will Roll. Jubilee's melee attacks score a critical hit on a natural **19–20**.

Actions

Bonebound Longsword. **Attack +4**, Reach 5', Damage: **1d10 Slashing**

While above half HP, Jubilee usually uses **Bonebound Weapon** on a hit, adding **1d12 Necrotic damage** at the cost of **1d8 HP**.

Bone Lance. Jubilee pays **1d12 HP** and hurls a jagged spear of bone at one creature within 60'. **Attack +4**, Range 60', Damage: **2d8 Piercing**

Flavor

Jubilee Jane looks like a joke the wastes told itself and kept because it was too cruel to waste. Beautiful, poised, and utterly wrong, she speaks like a hostess and kills like a lesson.



Steely-Eyed Joe

Medium, Humanoid

HP 28 DEF 17 in his hide, 15 otherwise **SPEED 30'**

Attack +5 with his rifle.

Protocol

Joe begins the encounter buried into a prepared firing position roughly 200' off-angle from Jubilee. He does not move unless the battlefield becomes completely untenable. He trusts his angle, his patience, and Jubilee's ability to keep targets exposed. He focuses on wounded, isolated, or tactically dangerous targets. Joe will use Hold Breath for every shot while in his hide. This means that he will only fire every other turn, but he will fire at advantage.

Abilities

Hold Breath. Joe may spend an **Action** focusing on a single target he can see. On his next turn, his first attack against that target with the same firearm is made with **advantage**. This advantage is lost if line of sight is broken before the shot.

Firearm Knowledge. Joe's firearms do not suffer disadvantage when used in melee range.

Hidden Position. While in his prepared hide, Joe has **DEF 17**. Locating him once combat begins requires an **Investigation(16)** check made as an Action unless his position is revealed by movement, muzzle flash, or another obvious break in concealment.

Actions

Sniper Rifle. **Attack +5**, Range 300/600, Damage: **2d8 Piercing**

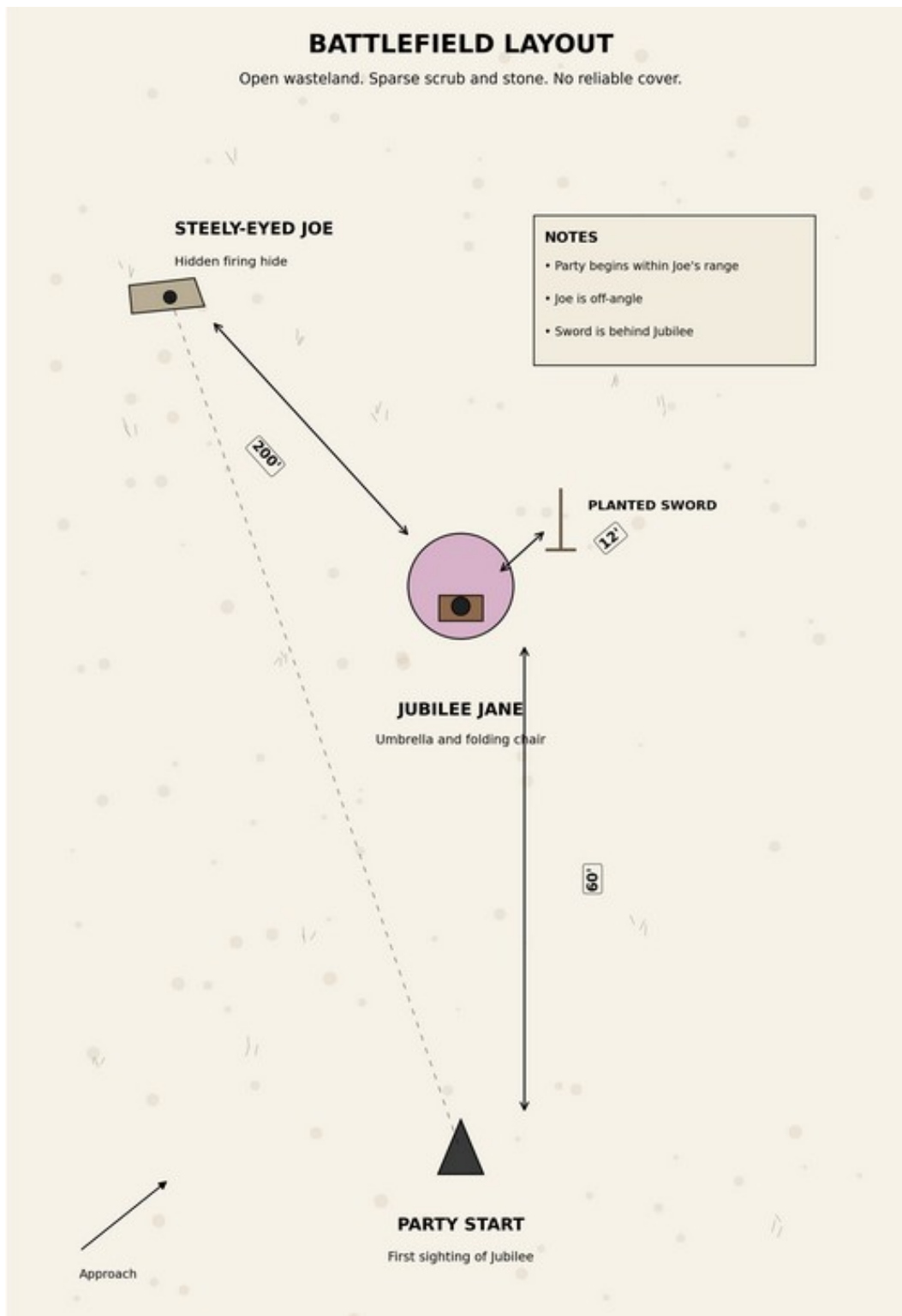
Flavor

Joe is the part of the deal that never says hello. Buried in dust, patient as stone, he waits for Jubilee's signal and lets other people's last mistakes come to him.



BATTLEFIELD

This encounter takes place on hard-packed wasteland with scattered stone, thin scrub, and shallow sand drifts. There is enough terrain to break up movement visually, but not enough to create safe, reliable cover. The party first spots Jubilee at approximately **60'**. Joe is hidden roughly **200'** off-angle from her position in a prepared firing hide. Jubilee's sword is planted about **12'** behind and to one side of her folding chair.



LUNCH BOX

Giant Kin, Brute, Juggernaut

Playstyle: Walk straight into the problem, stay there, and hit whatever matters most.

HP 40 DEF 10 SPEED 35'

Other Rolls: Straight d20 unless otherwise noted.

Unarmed Strike. Attack +4, Reach 10', Damage: 2d8 Bludgeoning

Flavor

Lunch Box is built like a siege problem somebody taught to walk upright.



AKINA

Human, Mercenary, Agent

Playstyle: Stay mobile, keep your distance, and put extra shots into wounded or exposed targets.

HP 24 DEF 14 SPEED 35'

Other Rolls: Straight d20 unless otherwise noted.

**Semi-Auto Pistol. Attack +4, Range 60', Damage: 2d4 Piercing
Reload 8**

Ammo: 18 pistol rounds

Double Tap. When Akina attacks with a pistol, she may use her **Bonus Action** to make a second attack with the same pistol.

Flavor

Akina fights like every bullet already belongs somewhere.



DOC HOBLER

Dwarf, Medic

Playstyle: Keep people standing until it's time to end the argument with a shotgun.

HP 26 DEF 13 SPEED 25'

Other Rolls: Straight d20 unless otherwise noted.

Medic Kit. As an Action, heal one target for **1d8 HP**.

Uses: 8

Double Barrel Shotgun. Attack +4, Range 30', AoE 30' cone, Damage: **2d8 Piercing**
Reload 2

Ammo: 8 shotgun shells

Flavor

Doc Hobbler keeps people breathing out of stubbornness and professional irritation.



GRIPSHNITZ

Goblin, Gear Guru, Heavy Gunner

Playstyle: Control space with noise, bullets, and fear. If they get close, hit them with the gun.

HP 12 DEF 14 SPEED 30'

Other Rolls: Straight d20 unless otherwise noted.

**Minigun. Attack +4, Range 50', AoE 50' cone, Damage: 4d6 Piercing
Reload 100**

Each attack spends **10 rounds**.

Ammo: 100 heavy rounds

Hot Barrel. After firing a Heavy weapon, Gripshnitz may use a **Bonus Action** to make a melee strike with that weapon. Damage: **1d8 Bludgeoning + 1d4 Fire**

Flavor

Gripshnitz treats recoil like a conversation partner.



A-1M “PLINKER”

Automaton, Mercenary, Sniper

Playstyle: Pick the most dangerous target, line up the shot, and make it count.

HP 25 DEF 13 SPEED 30'

Other Rolls: Straight d20 unless otherwise noted.

**Hunting Rifle. Attack +5, Range 150', Damage: 2d10 Piercing
Reload 5**

Ammo: 15 long gun rounds

One Shot, One Kill. Special Action: Make one Long Gun attack. On a hit, it is treated as a **critical hit**. Once used successfully, this cannot be used again until Plinker finishes a rest.

Flavor

Plinker is patient in the unnerving way only a machine can be.



BELINDA

Human, Brute, Martial Artist

Playstyle: Get in close, keep swinging, and trust your body to outlast the damage.

HP 22 DEF 15 SPEED 30'

Other Rolls: Straight d20 unless otherwise noted.

Unarmed Strike. Attack +4, Reach 5', Damage: **1d8 Bludgeoning**

Brutal Flurry. When Belinda hits with an unarmed strike, she may make one **Bonus Action** unarmed strike.

Unbreakable Warrior. If Belinda begins her turn below half HP, she may regain **1d10 HP**. Once used, this cannot be used again until she finishes a rest.

Flavor

Belinda does not look for openings. She makes them.



The world doesn't stop here.
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