

Spylite Dossier Generator

Stuck for a mission for your SpyLite game? Grab a handful of dice and roll away! This approach was inspired by the "all the dice" random generators used by Grim (<http://postapocapost.blogspot.com/>) and the Venomous Pao (of <http://www.strangestones.com>). The idea is to take one of each die type and roll them all at once. Once you have the basic idea of the mission, roll for random adventure details in the penultimate step, get a code name and you're done.

Mission Type: Roll d4

- 1 Locate
- 2 Protect
- 3 Rescue or Kidnap
- 4 Sabotage/Modify or Destroy

Object: d6

- 1-2 Person
- 3-4 Place
- 5-6 Thing

What: Roll d8

Choose the column that corresponds to the Object type you rolled with your d6.

	Person	Place	Thing
1	Government Official	Military Asset	Secret Plans
2	Spy	Computer Center	Cutting Edge Technology
3	Military Officer	Listening Post	Enemy Intel
4	Diplomat	Manufacturing Facility	Sensitive Information
5	Civilian	Detention Center	A Valuable Artifact
6	Scientist	Criminal Hotbed	Vast Archives
7	Informant	Espionage Agency	A Stockpile
8	Undercover Spy (roll again for cover)	Headquarters	Roll Twice
		Roll Twice	Roll Twice

Complications: Roll d10

- 1 Your friends are really your enemies.
- 2 Your enemies are really your friends.
- 3 **Expert.** You have an ally who is helpful, but rather fragile. Protect at all costs.
- 4 **Secondary objective.** Roll again on "Mission Type", "Object" and "What".
- 5 **Loose Cannon.** You have an ally for this mission who seems to be the perfect match for your skills. Problem is, he's crazy.
- 6 **Counter-offer.** A friendly agency wants you to do the opposite of your objective and is willing to pay more for it.
- 7 **Ulterior Motives.** It turns out your agency's reasons for this mission aren't as noble as you thought. What do you do?
- 8-9 None
- 10 Roll Twice

Enemies: Roll d12

- 1 Terrorists
- 2 Military, Friendly (countries your country is on good terms with, so keep things low-key...)
- 3 Military, Unfriendly (hostile countries)
- 4 Rogue agents and mercenaries
- 5 Underhanded Businessmen
- 6 Organized Crime
- 7 Rogue Military Unit
- 8 Ninjas
- 9 Government Agents
- 10 Black Ops
- 11 Rebels
- 12 Roll Twice

Locations: Roll d20

- 1 In The Jungle
- 2 Arctic Outpost
- 3 An Oil Rig
- 4 Air Base
- 5 Hidden Underground Bunker
- 6 Corporate Skyscraper
- 7 Run-down Urban Neighborhood
- 8 Remote Island
- 9 Decadent Mansion
- 10 Castle
- 11 Submarine
- 12 Airport
- 13 Train
- 14 In The Desert
- 15 Up In The Mountains
- 16 Sprawling Satellite Dish Array
- 17 Quiet Suburb
- 18 Famous National Monument
- 19 A Bank
- 20 Roll Twice

Adventure Elements: Roll d20, Three Times

You don't have to use any of these—they are merely jumping points to brainstorm interesting things that might happen in the adventure.

- 1 Big Guns
- 2 Bungie Jumping (in other words, needlessly risky stunts as part of the mission plans)
- 3 Chase Sequence
- 4 Complex Security System
- 5 Computer Hacking
- 6 Dangerous Animals
- 7 Dealing With Patrols
- 8 Death Traps
- 9 Departmental Politics
- 10 Destroy All Evidence
- 11 Evil Mirror Universe Spy Team (the enemy has a team just like you!)
- 12 Femme/Homme Fatale
- 13 Hidden Things
- 14 High Fashion
- 15 Impressive Thug (Think Oddjob or Jaws)
- 16 Lasers
- 17 Load-bearing Boss (ie the place starts to fall apart at the climax of the mission)
- 18 Poison
- 19 Skullduggery
- 20 World Domination

Assign A Code Name: Operation (d12 #1) + (d12 #2)

d12	#1	#2
1	None (skip this word)	Justice
2	Rolling	Archer
3	Code Name	Diamond
4	Rising	Tiger
5	Violent	Dragon
6	Secret	Eagle
7	Ice	Sun
8	Burning	Wolf
9	Black	Victory
10	Velvet	Fury
11	Golden	Rain
12	Phoenix	Storm

Examples:

Operation Code Name Wolf

Mission Type: Locate Secret Plans

Complications: Loose Cannon

Enemies: Ninjas

Location: Arctic Outpost

Elements: Chase Sequence, Dangerous Animals, Poison

The team has to acquire secret plans to D.I.R.E.'s new intelligence mainframe. The plans are being held at a training facility far north of the Arctic Circle in Siberia. The place is packed with ninjas in various levels of competence, their instructors and trained wolf packs.

There's probably going to be a snowmobile chase or two when the team tries to escape and the plans themselves are being held in a vault that's flooded with deadly poison gas.

Assisting them will be Jack "One-eyed" Morgan, an agency veteran who's seen more action in the last ten years than most armies have seen in a typical century. Unfortunately, he has a tendency to go off the rails rather frequently and this is his last mission before he's going to be forceably retired...