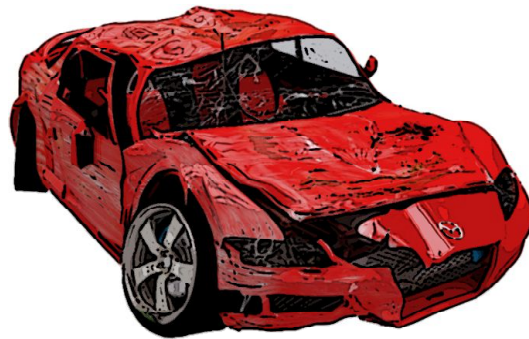




**BY CHRIS VAN DEELEN  
AND THE SKIRMISHER GAME DEVELOPMENT GROUP**



# 100 ODDITIES FOR A FOUND CAR



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**W**elcome to the latest entry in the “Oddities” series of sourcebooks, each of which brings you 100 imaginative elements, curios, and details to add to games and stories in whatever way you like! What do we mean by oddities? Oddities are things that stand out from the ordinary, and make you — and your characters — wonder about them. A good oddity awakens curiosity and creativity, in characters and storyteller alike, adding interest to an encounter, or even making one out of nothing.

This latest edition of the Oddities series addresses items that might be found variously in the trunk, glove compartment, or elsewhere inside a vehicle found by one or more characters. It is primarily intended for use with modern, horror, post-apocalyptic, or near-future science fiction role-playing game scenarios.

### **USING THIS PUBLICATION**

One simple way to use this publication is to sit down before your game session and roll d100 as many times as you like per vehicle you expect to be encountered in the course of a particular session. You may want to keep a list of the entries you roll up on a separate piece of paper — and you can easily just copy and paste right from this PDF, too. In a “sandbox” sort of game, this works very well, allowing you to throw in a little detail

here and there for your players to sink their teeth into.

Exactly how many oddities you choose to allow in a particular vehicle or session can vary widely based on circumstances. If characters are searching vehicles abandoned on a highway during a disaster, then you might allow them to make a luck roll appropriate to the game system for each one that they search in hopes of getting one roll on the table (possibly also rolling for random encounters with zombies, marauders, giant cockroaches, or whatever else might be appropriate each time). If just one or a few vehicles are likely to be searched for whatever reasons during a session, you might allow for at least one and as many as three items to be found in any one of them.

One method you can use with this book is to postulate relationships between multiple items as a storytelling



device. If, for example, characters find a stack of comic books, a costume, and a bow, you might decide that the comic books feature a bow-using superhero and that the costume depicts his outfit (and, if it fits with your storyline, that the lunatic who thinks he is that hero is lurking nearby).

Another option is to let your players do the work as they find things and speculate. Choose one that they like, or that you can use to tie up a loose plot thread you had hanging around, or to start a new one. Let them postulate what the thing is doing there, or let it remain a mystery for the time, keeping it in mind for something to associate with other details sometime in the future.

### COMMON ITEMS

In addition to various oddities that might be found in an encountered vehicle, a storyteller might rule that there is a reasonable chance that any number of common items might also be found in one. Following are suggested probabilities for some such items in a vehicle that has recently been abandoned:

Tire jack:	50%
Tire iron:	50%
Spare tire:	50%
Flashlight:	30%
Jumper cables:	20%
Napkins (1d20x):	20%
Road flares (1d6):	10%
Windshield sun shade:	10%
Roadmap:	10%

Note that such items might vary widely in quality or utility. A typical car spare tire, for example, will likely be a donut good for a maximum of a couple hundred miles, but an SUV or truck might have a full-sized spare.

Timeframe of a scenario might also increase or reduce the chances of certain items. For every decade before the present, for example, the chance of a roadmap being present in a vehicle might go up by 10%, to a maximum of 50%. In a scenario set a year or more after the collapse of civilization, on the other hand, the chances that any of the above items might be found in a typical encountered vehicle might be just a tenth or less of what is listed.

Likewise, under normal circumstances a storyteller can assume that virtually all vehicles will have things like safety belts, seats, and window glass that can be cannibalized for various purposes. Ten or more years after an apocalypse, however, such things might have largely been harvested by the time characters stumble across a vehicle and be much less prolific.

### VALUE OF ODDITIES

Several of the items presented on the following pages include a dollar value range, which may or not be relevant in the context of a particular story (and, if it is, storytellers can convert dollars to whatever other currency might be appropriate). Actual value of various items that might be found in a vehicle, of course, is relative and can vary widely depending on circumstances and the sort of scenario this mini-sourcebook is used to support.

A good example of such relative value is provided by entry #1, “A bag or bin filled with 5d10x empty aluminum cans, plastic bottles, empty milk cartons, and/or other recyclable containers.” In a modern scenario in which characters are searching a vehicle they find abandoned by the side of the road while conducting an investigation, this might serve as a red herring or simply not be any more useful than plain old trash would be. In a post-apocalyptic game, however, such a find in proximity to a rare source of clean water might be invaluable and even a life saver.

Likewise with entry #19, “An expensive gold-banded watch with diamonds in place of the numbers. Roll 2d6x1,000 for its value in dollars.” In a modern scenario, this item might also be liquidated by characters to obtain things of greater use to them, but in a post-apocalyptic setting it might not have any value beyond its ability to tell time. In any adventure, of course, such an item might indicate that someone associated with the watch was in the area or otherwise be a useful clue.

### EXPLODING DICE

*Oddities for a Found Car* employs a dice rolling subsystem often referred to as “exploding dice.” In this subsystem, a die that rolls the maximum value possible [e.g., a 6 on a d6] is rolled again, and the new value is added to the previous total. This continues until a value other than the maximum is rolled. So you might roll a d8 and get 8, then roll again, get another 8, and then, on a third roll get a 3. You would then stop and total the results, in this case a 19 [8+8+3]. When we are referring to an exploding die roll, you will see a lower case “x” after the die notation (e.g., “d10x.”).

We hope you enjoy and get good use out of *Oddities for a Found Car*! We have got a number of additional *Oddities* books in the works even now, including ones for modern, science fiction, post-apocalyptic, horror, and fantasy games. So, keep your eyes out for more to come!

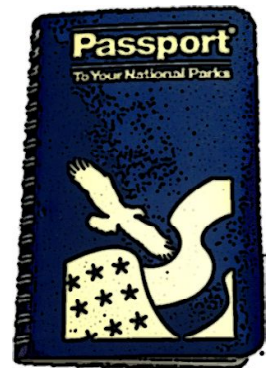
Michael O. Varhola



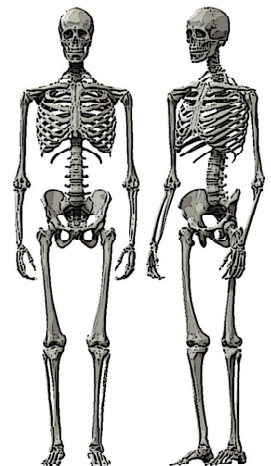
## d100

## Oddity

- 01 A bag or bin filled with 5d10x empty aluminum cans, plastic bottles, empty milk cartons, and/or other recyclable containers.
- 02 1d10 fast-food restaurant bags, with 1d6 of the bags still containing food in various states of freshness or decay.
- 03 A human foot, somewhere between completely fresh and rotted away to bones. There is a 10% chance it is still inside a shoe or boot.
- 04 A small-caliber pistol (e.g., .22, .25, .380), 50% loaded with 1d6 rounds, 50% unloaded.
- 05 A collection of 3d6x random comic books.
- 06 A briefcase that is empty except for a single piece of paper with an address and a skull-and-crossbones drawn upon it.
- 07 A bag containing 3d4x bungee cords in five different lengths and corresponding colors (e.g., red, green, blue, yellow, and orange).
- 08 A container, trunk, or other area of the vehicle that is filled with rich, moist soil that is infested with includes worms and even small insects.
- 09 1d6 bags of groceries that are, depending on circumstances, somewhere between fresh and rotten.
- 10 A Halloween costume.
- 11 4d12x loose rounds of large-caliber ammunition (e.g., .30-06, .357).
- 12 A bow or crossbow with d10-1 arrows/bolts.
- 13 1d3 Holy books (e.g., *Bible*, *Quran*, *Teachings of the Buddha*, *Book of Mormon*, *Necronomicon*)
- 14 A colony of 5d6x mice.
- 15 A canister filled with drugs, 50% chance of legal (e.g., Xanax, Viagra) and 50% illegal. If illegal it is 75% likely to be marijuana and 25% likely to be much more potent (e.g., cocaine, heroin). Roll 1d20x10 for dollar value of legal drugs or marijuana, or 3d4x100 for more expensive narcotics. There is a chance the owner might come looking for valuable drugs!
- 16 A child's drawing of their family.
- 17 An engraved zippo lighter with the phrase "Kill them all and let God sort them out!" on it.
- 18 A parachute.
- 19 An expensive gold-banded watch with diamonds in place of the numbers. Roll 2d6x1,000 for its value in dollars.
- 20 A marriage license.
- 21 Unused tickets to a movie from 20 years ago.
- 22 A paper bag full of cheap souvenirs from a local sports team (e.g., a metal ruler with the team schedule, 1d4 small banners, 2d6 small baseball bats, 1d6 shot glasses, 1d3 bobbleheads of players, a cap).
- 23 A small-caliber rifle with the original sight ground off and new telescopic sights welded on its top, along with 3d6x rounds of ammunition.
- 24 A national park passport book with eight years of stamps in it.
- 25 A dirty sweatshirt and sweatpants.
- 26 2d6 condoms (10% that 1d3 are used).
- 27 An 8-track tape player and 3d6x still-functioning 8-track cartridges.
- 28 4d12x random CDs.
- 29 A flash drive with the initials "TS" on it. As soon as it is plugged into a computer, the flash-drive catches fire.

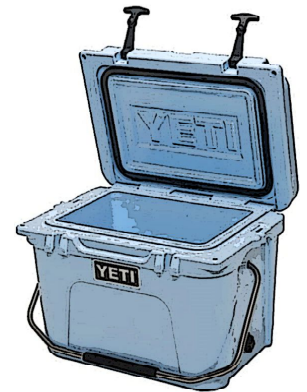


- 30 5d6 photos of a naked man (50%) or woman (50%). His or her face is never visible but they are always in compromising positions.
- 31 1d6x coloring books There is a 50% chance that each has been partially or entirely used. There are also 3d20x crayons, markers, and/or colored pencils of different colors.
- 32 A steering wheel lock. It is 90% likely to be in use and, either way, there is 30% chance the key is still in it.
- 33 1d6x cans of beer.
- 34 A tire boot that has been forcibly removed from another vehicle.
- 35 A piece of paper with the phrase "I hate you" written over and over again and covering both sides of the sheet.
- 36 4d4x Polaroids of various pieces of bondage gear.
- 37 A box of 1d10x six-ounce bottles of hair oil.
- 38 3d20 watermelons.
- 39 A small shark in a cooler filled with water (alive at the GM's option).
- 40 A bound and gagged naked woman. Roll d100: 01-20 she is awake, 21-40 chance she is unconscious, 41-60 chance she is dead, 61-00 she is wounded and needs immediate help. In a modern scenario she will be an undercover cop trying to make a bust.
- 41 A unicycle.
- 42 A scuba suit, 1d4 air-tanks (25% each is full), a spear gun with 2d4 spears, fins, weight belt, and 1d3 diving computers. There is a 5% chance of there also being an underwater digital camera.
- 43 1d6 one-pound cans of imported gourmet coffee. Roll d100 for each: 01-40 empty, 41-80 filled with rich coffee, 81-90 filled with ashes, 91-00 filled with 10d100 dollars in small change.
- 44 1d6 plastic pink flamingos and 2d4 plaster garden gnomes.
- 45 A box filled with dental instruments.
- 46 2d6x cans of high-potency energy drinks (25% each is empty).
- 47 A ballistic vest. There is 50% chance that there are 1d3 flattened bullets stuck to part of it.
- 48 An "Alien" skull (GM's choice of movie). There is a 10% chance that it is clearly *organic*.
- 49 A small but relatively powerful air pump. It is 20% likely to be hand-powered and 80% likely designed to plug into a vehicle dashboard.
- 50 A bikini. It is 50% likely to be at least somewhat wet.
- 51 A ball gag.
- 52 A set of bagpipes and a Scottish kilt.
- 53 A mannequin. It is 50% likely to be either male or female.
- 54 1d10x wigs of various colors, sizes, and hair types.
- 55 4d4x desiccated apples and one shrunken head. There is a 50% chance the head is fake and a 50% chance it is real.
- 56 A set of nunchaku with dried blood and bits of hair stuck to it.
- 57 An eagle's claw holding an amethyst in a gold chain, altogether worth 3d4x100 dollars.
- 58 1d6x random stuffed animal toys.
- 59 1d4x taxidermied animals of various sorts.
- 60 A very pissed-off wolverine!
- 61 1d6 animatronic skeletons, each only six inches in height. They are battery-powered and will dance for 1d10x10 minutes before running out of energy.
- 62 2d4x romance novels with "beefcake" covers.

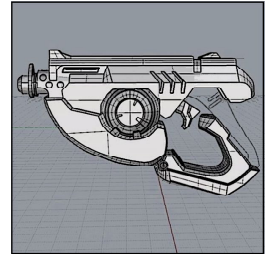


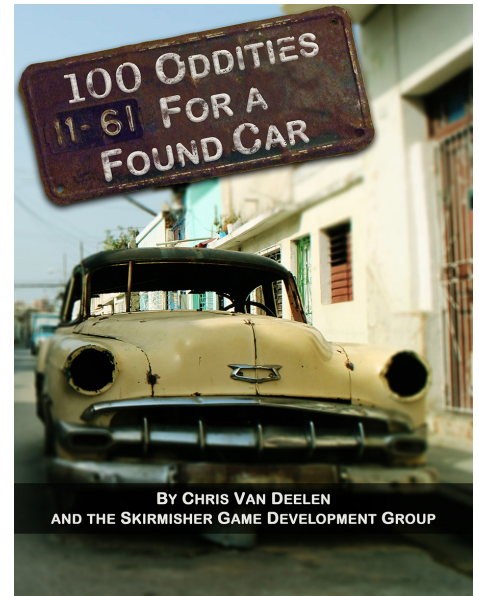
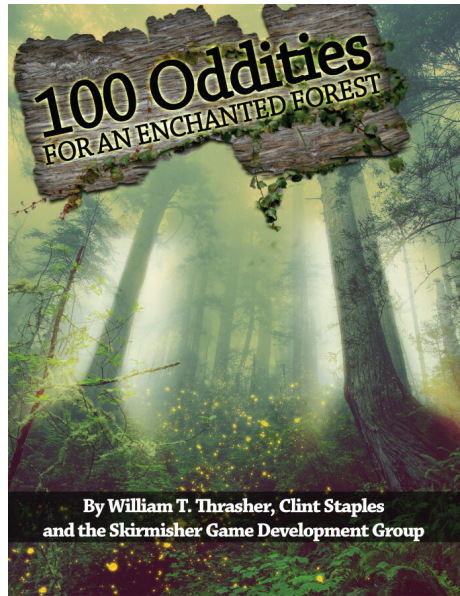
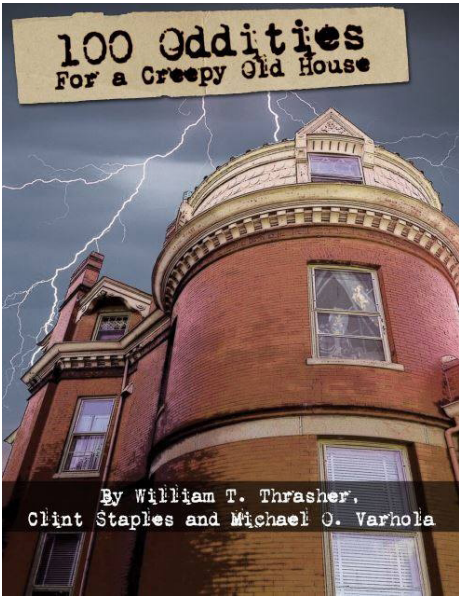


- 63 An incomplete script for *Independence Day 3* (or another blockbuster sequel). There is a 95% chance it is terrible.
- 64 2d4x pieces of high-end lingerie, each worth 1d20x10 dollars.
- 65 A live skunk!
- 66 A tool box filled with 4d4x tools. They are 35% likely to be low quality, 55% likely to be average quality, and 10% likely to be superior.
- 67 A Doctor Who Tardis model. There is a 1% chance that it really *is* bigger on the inside!
- 68 A tablet filled with 4d100 e-books and 10d100 songs. Its affiliated online store also has 1d10x20 dollars in credit loaded onto it.
- 69 4d6x random fast-food restaurant happy meal toys.
- 70 A drunk, stoned, and sleeping dwarf.
- 71 2d4x diapers. It is 50% likely that from half to all of them are used.
- 72 A single 1-, 2-, or 5-gallon plastic fuel can that is 10d10-10% full. It is 80% likely to contain gasoline and 20% likely to hold diesel.
- 73 An old, decrepit laptop computer that is 1d12 years out-of-date. There is a 50% chance that it contains personal information on a powerful, public figure who would not want it revealed to the public.
- 74 An unsigned music recording contract worth 5d100x100,000 dollars (assuming you can sing).
- 75 A letter from the year 2047, including postmarks, addresses, and the like. The page is blank, although faint traces of circuitry can be seen and the paper cannot be torn, burned, etc.
- 76 A musical instrument unlike anything you have ever seen before.
- 77 A bottle of clear liquid and a flash drive. There is a single text file on the flash drive, containing an address, a schedule of work hours, and instructions to place the contents of the bottle into any container holding a beverage that is found at the residence.
- 78 A safety deposit box key for a bank located in New York City (or any other major metropolis).
- 79 A old VHS tape with the words "Our Wedding, April 1<sup>st</sup>, 1999" on it.
- 80 A cooler, inside of which is something organic. Roll 1d100: 01-20 2d20 canisters of donated sperm, 21-40 a random human organ, (e.g., heart, liver), 41-60 a single leathery egg, 61-80 4d12 packets of O-negative blood, 81-90 a severed human head (when the lid is opened the eyes snap open and it begins to silently scream), 91-00 some sort of gray goo that moves and appears to be alive — and hungry.
- 81 A fully-automatic assault rifle used in paint-ball games, plus 1d10x boxes containing 100 rounds each of red, blue, and white paint balls. There is also a suit of paintball armor, helmet, goggles, and gloves.
- 82 A salmon flopping around on the front seat. Everything is wet!
- 83 A World War II Nazi SS uniform, including jackboots, medals, and a fully-loaded Luger handgun. There are also 1d100 Nazi propaganda leaflets of various sorts and a copy of Adolph Hitler's *Mein Kampf*.
- 84 A baggie filled with coarse, brown fur. Written on the outside in permanent marker are the words "Sasquatch lives!"
- 85 A pair of night-vision goggles.
- 86 A live chicken has made a nest and has laid 1d6 eggs.
- 87 2d4 cardboard tubes, each containing an original oil painting. They are museum quality and each is worth 3d10x10,000 dollars.
- 88 Two canisters of 35mm film containing the original version of *Star Wars* before Lucas decided to re-edit it.



- 89 A bulletproof leather trench-coat, a leather wide-brimmed hat, a pentagram, a single leather glove, a bracelet with small shields attached, two twisted rings of metal, and a 2 meter long, beautifully engraved and polished staff. The symbols appear to be arcane in nature.
- 90 An autographed photograph of “Rowdy” Roddy Piper. On it is written “To (insert name) — I’m all out of bubblegum!”
- 91 A complete collection of Jonathan Maberry’s novels, all first edition and all autographed.
- 92 A 3D printer, with a flash-drive containing schematics for building plastic handguns.
- 93 A gold- and platinum-plated fountain pen, containing a thick viscous fluid that is *not* ink. The pen itself is worth 1d12x100 dollars.
- 94 A box containing a set of six Jackie Chan action figures, all dressed in Hong Kong police uniforms, plus a quarter-scale figure of Jet Li.
- 95 3d3 urns filled with ashes. Names of the deceased, including date of birth and death, are engraved in gold on the exteriors.
- 96 A box containing what appears to be a single, tiny, mummified dragon, about the size of a human hand. A little card with it says “Found in Tibet, January 7<sup>th</sup>, 1907.”
- 97 A stack of hand-written social studies tests, about half of them graded.
- 98 A blueprint of the downtown core of a city, showing maintenance tunnels, sewers, and water and gas mains. A single building has been circled many times in red ink and there are Xs covering various power junctures and entry points.
- 99 A picture of a very beautiful young woman, used as a bookmark for a strange book. The book itself appears to be ancient and has a cover made of leather, and its interior is filled with undecipherable text and dozens of very disturbing images of alien beings. On the back of the picture are the words “You will be mine!”
- 00 A recently-burned skeleton. The stench of scorched meat is overpowering, but there is no sign of fire damage to the interior of the vehicle and even the seat beneath the still-smoldering remains is cool to the touch.





**CHECK OUT OTHER VOLUMES IN THE "ODDITIES" SERIES OR THE BUNDLE WITH ALL OF 9 THEM!**

