

13TH PLANET GAMES PRESENTS



THE FOMORIAN



A SOLO INTRO
FOR EVERYONE

BY GARNETT ELLIOTT



THE FOMORIAN

A QUICKSTART ADVENTURE FOR THE EVERYWHEN RPG

Based on a suggestion by
Colin Chapman

Cover and logos
Peter Frain

Interior artwork
Peter Frain, Jeshields, Victor Koroyedov, Sade, and Vectorstock

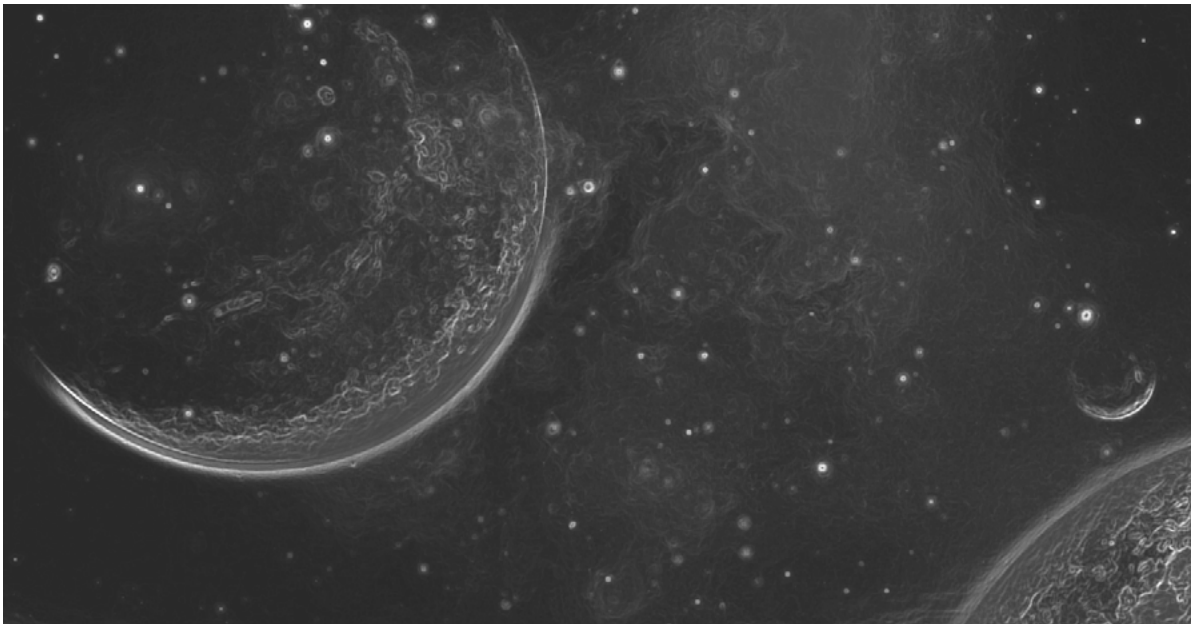
Writing and layout
Garnett Elliott

Everywhen core system
Phil Garrad and Nick Riggs

Playtesters and feedback
Peter Frain, Alison Hall, Steve Hall, Brian Willie, and an anonymous Amtorian associate.



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Congratulations! You've discovered the best kept secret in the RPG industry.

Everywhen is a rules-lite, universal system based on Simon Washbourne's original *Barbarians of Lemuria*. Sometimes referred to as the "AK-47 of indie games," *Everywhen* delivers a cinematic experience with simple, elegant rules. To be clear: the system is *not* a retro-clone. There are no classes and levels, no power bloat, and no manuals to optimize character builds. Heroes start out powerful, but don't accumulate enough hit points to dive off cliffs. Most importantly, the rules get out of the way when designing adventures or creating characters inspired by literature or film.

Everywhen has been described as "eminently hackable," in that it's simple enough to encourage fiddling. The system is best known for its innovative career mechanic, which does away with skill lists. Complex heroes that would be difficult to simulate with other rulesets *can be made as starting characters* and ready to play in minutes!

By the time you finish this solo adventure, you'll have a working knowledge of *Everywhen*. Some mechanics have been simplified for ease of play, though nothing substantial has been changed. *The Fomorian* also illustrates how easy it is to adopt a familiar genre like space fantasy to the system.

Of course, the *Everywhen* core book holds much more: rules options, a complete list of boons and flaws, sorcery, psionics, alchemy, vehicles, social combat, martial arts, sample NPCs, GM's advice, and two mini settings to get you started. You can check it out here: <https://www.drivethrurpg.com/product/249193/Everywhen>



SEAMUS RANN



CAREERS

Savage	1
Bounty Hunter	2
Spacer	1
Medic	0

COMBAT ABILITIES

Initiative	1
Missile	2
Melee	0
Defense	1

BOONS/FLAWS

Alert
Born in Armor
Notorious

WEAPONS

Heavy Plasma Caster (Pistol), 15', d6H damage
Spiked Gauntlet, d6L+1 damage
Meson Grenade (special)

ARMOR

Cancri Battle Armor (partial), d6-2/2 protection

EQUIPMENT

Wrist-comp
Microdart tracker
EMP bolt
Medkit
40' tether
Manacles



Attributes

Everywhen uses four Attributes (**Strength**, **Agility**, **Mind**, and **Appeal**) which usually range from -1 to 3. At a glance we can see Seamus is physically tough, fast on her feet, cunning, and not particularly charming.

Careers

Rather than focus on specific skills, *Everywhen* uses a broad career system. Seamus can add her Bounty Hunter rank of 2 to any roll that seems appropriate for the job (e.g. tracking, identifying quarry, intimidating people, etc.) And yes, having a career at 0 can still be useful!

SEAMUS RANN

Attributes: Strength 1, Agility 2, Mind 1, Appeal 0

Lifeblood: 11

Hero Points: 5

CAREERS

Savage	1
Bounty Hunter	2
Spacer	1
Medic	0

COMBAT ABILITIES

Initiative	1
Missile	2
Melee	0
Defense	1

BOONS/FLAWS

- Alert
- Born in Armor
- Notorious

WEAPONS A


- Heavy Plasma Caster (Pistol), 15', d6H damage
- Spiked Gauntlet, d6L+1 damage
- Meson Grenade (Special)

ARMOR B

- Gancri Battle Armor (partial), d6-2/2 protection

EQUIPMENT C

- Wrist-comp
- Microdart tracker
- EMP bolt
- Medkit
- 40' tether
- Manacles



Combat Abilities

Everywhen breaks down combat into four abilities: **Initiative**, **Missile**, **Melee**, and **Defense**. Seamus values shooting first, shooting accurately, and knows to duck or hunt cover when appropriate. She doesn't particularly care for hand-to-hand (Melee), however, which could prove her undoing!

Lifeblood is analogous to hit points. When this drops to 0, you're unconscious. Below 0 you're dying, and at -5 or more you're dead. As a Hero, Seamus's lifeblood is equal to 10 + her Strength.

Hero Points are a special currency used to tweak the rules in exciting ways. See the options for spending Hero Points on pg. 9.

Boons and Flaws are special characteristics that further define a Hero. **Alert** gives Seamus a **bonus die** when rolling initiative or noticing things, **Born in Armor** lets her ignore 1 point worth of Agility penalties associated with Medium or heavier armor, and **Notorious** reflects her dubious association with the Fomorians, which can result in a **penalty die** on social interactions.

A

Weapons

Seamus carries a **Plasma Caster** as her primary weapon. The heavy pistol has a **range increment** of 15', meaning it's not terribly accurate out to longer distances, like, say, a laser rifle. However, at close range it does **spreading** damage to targets (more on this later). A successful attack inflicts **d6H** damage, meaning two six-siders are rolled and the *higher* value retained. So, if Seamus rolled a '2' and '5' for damage, she'd keep the '5' result.

Seamus's armor also comes with a **Spiked Gauntlet**, a melee weapon. This does **d6L** damage, plus 1 for her Strength. In this case, 2 dice are rolled, but the *lower* value retained.

Finally, Seamus carries a **Meson Grenade**. This baby packs quite a punch, though she uses it cautiously--employers don't pay for disintegrations!

B

Armor

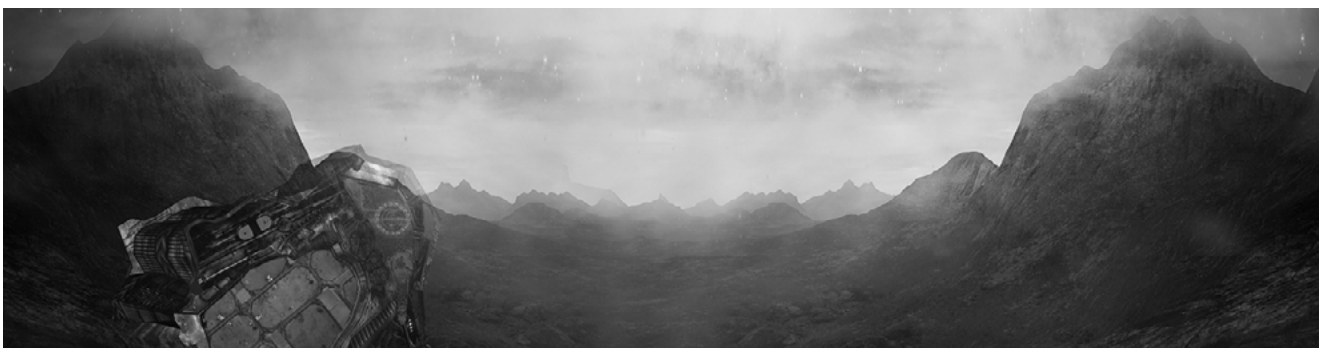
Seamus owns a partial suit of **Cancri Battle Armor**, forged by a violent precursor race. She's gathered enough pieces to provide Medium protection, absorbing d6-2 worth of damage (roll d6 and subtract 2, treating any result of less than 0 as 0) each time she is struck. Alternatively, she can opt to have the armor absorb a *static* amount of 2 points per hit, instead of rolling. Seamus must choose one or the other option; she can't roll for protection and then decide to take the static 2 points if she doesn't like the results.

Though Medium armor normally imposes a -1 penalty to Agility related tasks, Seamus has a boon, **Born in Armor**, that negates this.

C

Equipment

For this adventure, specific descriptions about equipment will occur in the text. *Everywhen* generally avoids detailed rules about encumbrance, tracking ammo, and money.



6 Threading the back alleys of Tumble, you come across a lot of garbage—human and otherwise. Luckily, the plasma caster on your hip keeps the riff-raff at bay.

Most of them, anyways.

On a side street, a group of men wrapped in rags approach. They fan out to surround you, maybe half a dozen, total. All are brandishing filthy knives. Not a word is spoken; no demands or colorful threats. The desperation blazing in their eyes says it all.

They're on you as you pull your gun.



What, combat already? No worries. You're up against Rabble, the lowest tier of opponents in Everywhen. These guys have a '0' in all attributes and combat abilities, with 2 lifeblood apiece. Rabble only do d3 damage on a successful attack, meaning they'll have a hard time getting past your armor protection.

Go to the Combat Flowchart on pg. 8 to resolve this encounter. You have 6 opponents, desperate enough to fight to the death. At close range like this, your plasma caster does spreading damage. If you deal enough damage to kill a target, any remaining amount is applied to the next. By rolling high enough, you can take out three opponents in one shot!

Remember that as long as you have some Hero Points, you can spend them to tweak the rules in your favor. Take a look at the options on pg. 9.

After resolving your initial attack, attempting to shoot in melee combat entails a -2 penalty on your attack rolls. This is because the Rabble have closed the distance, and are trying to stab you! You can opt to fight using your spiked gauntlet instead, but since your Melee ability is two points lower than your Missile ability, using a melee weapon will have the same chance to hit as shooting with a -2 penalty.

If you defeat the Rabble, go to [48/30](#). In the unlikely event your lifeblood drops to 0 or less, go to [54/32](#).

28 Under cover of night, you steal towards the compound. If any sentry drones are watching, you don't spot them. A twist of a pin sets the grenade for remote detonation, before you roll it against the gate.

Calavera sets his exo for 'quiet' mode. The two of you manage to sneak around to a section of wall opposite the entrance. At a mutual nod, you trigger the grenade. A flash of sundered particles lights the canyon. The roar fades; hoarse cries echo from the courtyard.

You prepare to climb the wall. The surface looks shearer than you anticipated, however. This could prove difficult . . .

"Wait." Calavera flexes both claw-like hands. He shoves his titanium fingers between the bricks with casual effort. Making handholds this way, he begins to haul himself up. "Climb on."

The exo makes it easy to clamber up his back. "You tell anyone about this," he says, "and I'll kill you. Not that I'm *not* going to kill you when we settle up."

"Likewise."

Calavera pulls himself over the wall's rim. You're looking down into a triangular courtyard with a few outbuildings, a central 'keep' made of rock slabs, and a corral for dray beetles. Several poorly armed slavers are taking up positions near the sundered gate. They must've sent their A-listers out on the ambush.

Do you make your way down and head for the main building ([39/27](#)), or finish off the slavers by attacking from behind ([41/28](#))?

29 Murtaugh lets out a chuckle, before his face hardens. "Same old Shay." You notice his left hand has remained under the desk this whole time. His arm tenses, as if leveling a gun. "Get out."

The front door bangs open. Noiselessly, the phasmid warrior glides in and yanks your chair away. Trying to fight these two won't make your job any easier. In fact, it'll bring all of Tumble's scum down on your head. You opt to leave, post haste.

"And stay out."

The door slams shut behind you.

Go to [50/31](#).

30 Though it's not your preferred mode of combat—you'd rather shoot someone, ideally from behind—scrapping occasionally becomes necessary. If you want to punch Val with your spiked gauntlet, note the weapon's damage on your character sheet and return to [27/21](#) to resolve the fight.

If you want to try to grab one of Calavera's h-shivs, as he writhes on the ground nearby, go to [47/30](#).

46 Though you're tempted to leave the wounded behind, you and Calavera had a deal. You agreed to settle up once the bounty was snagged, and you can't do that with a corpse. Ergo, you've got to try and save him.

Mark **Honorable**. If stuff like this keeps happening, you're going to sully the Fomorian's bad name!

Calavera's lifeblood has dropped to -1, and you're trying to stabilize him. Your career rank of 0 in Medic means you have some experience treating wounds, including your own. Luckily, you have a medkit handy. Roll 3d6 plus your Mind Score (1), minus 1 for Calavera's state, for a net +0. Discard the lowest d6 result as the medkit provides a bonus die.

If you get a 9 or higher, go to [17/17](#). If you fail, go to [55/32](#).

Note that the Medic career didn't add to the check. A 0 rank might not seem like much, but in some situations having rudimentary knowledge can be the difference between life and death—like when trying to land a ship!

47 Wary of Val's sickle-sword, you reach for the bandoleer.

Roll 2d6 and add your Agility (2). If you roll 9 or higher, you manage to grab the h-shiv without losing your attack for the round. Otherwise, this takes your full action that round.

The h-shiv, however, is a good choice for Melee. It does d6H damage, +1 for your Strength, and completely ignores Val's protection. If you opt to use Vital Blow with the h-shiv, it does 2d6H damage (roll 3d6 and drop the lowest die), +1 for Strength.

Return to [27/21](#) to resolve the combat.

48 The last of the ragged thugs has been dealt with. A little further down the side-street you find an open door with 'BAR' scrawled across the top of the frame. Go to [10/12](#).

