# A.D.A.

### Endless Wonders. Endless Possibilities. Endless Bureaucracy.

A.D.A. is a solo roleplaying game about an Agency trying to find and detain mysterious artefacts, before they can wreak havoc on the world. The goal is to protect the public and keep the existence of these powerful artefacts hidden.

The player has to investigate strange occurences to find what the artefact is and how to detain it. Often the artefacts are used by other people or sought after by cults or shady organisations. So some force might be needed.

All the while the player has to fight against the bureaucracy of the Agency itself.

Artefacts are generated during the game and change depending on the investigation, so the player will not know what he will face every time he plays.

Artefacts have an effect and a downside that can be harmful to the ones using it or those around them. Some artefacts are deemed safe to use and can be helpful for the player during the investigation.

The rules are easy to learn and encourage fiction-first roleplay. Characters can be created quickly from various prebuilt playbooks. Upkeep during play should be minimal, so it doesn't interfere with the fiction.

Although A.D.A. is designed to be played alone you can also play cooperatively with other people and explore the world together.

**pending**