

Rural Energy Efficiency D&D

Learn to Design and Deliver Non-Residential EE Programs
through Roleplay



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ADVENTURE'S FOUNDATION: D&D FOR THE INITIATE

STEP 1: THE CORE MECHANIC



A simple concept: Tell a story of heroism.

The main actions—attacking, casting a spell, or even opening a stuck door—are decided by a single roll of this twenty-sided die (d20).

This single d20 roll, plus a bonus from your unique 'attributes,' decides the outcome of your action, whether it's a critical success or a failure.

This combines your hero's skill with a dash of fate.

STEP 2: ALLOCATE YOUR ATTRIBUTE POINTS



Strength

Power.
Affects damage.
Used by strong
brutal fighters.



Dexterity

Speed and agility.
Affects evasion.
Essential for quick,
sneaky archers and
rogues.

Distribute 10
"attribute points"
across the 3
fundamental stats
that define your
hero's capabilities.
Your distribution
defines your path.



Charisma

Influence and force of will.
Used by magnetic bards
and sorcerers to charm
and persuade.

STEP 3: CHOOSE YOUR CHARACTER CLASS



THE WARRIOR

High Strength.
Masters of combat.
Protects allies with
might.



THE WARLOCK

Masters of Pacts. A
versatile class that enters
into binding agreements
for diverse powers.



THE ROGUE

High Dexterity.
Masters of stealth and skill
strikes from shadows
and disables traps.



THE DM (DUNGEON MASTER)

The master storyteller and
arbiter of rules. They describe
the world, the challenges,
and the consequences of
your d20 rolls, acting as the
ultimate referee and narrator.

Your choices define your role. Now, prepare your dice, for your story is about to begin. The fate of the realm is in your hands!



THE RURAL ENERGY MANDATE: A SOVEREIGN'S CALL

THE CHOSEN'S COMPASS:

You are the emissaries of the Crown's will, bound by sacred duty to the people of the furthest lands.

You carry the keys to prosperity:

- **Efficiency:** Making homes and hearths last.
- **Electrification:** Forging a future with grid and glow.

Your compassion defines your mission.

Your sacred mission calls you forth

ATTRIBUTE POINTS: SHAPING YOUR DESIGN

Strength (Depth):

The 'Hardness'
of the savings.

Deep retrofits,
structural changes.



Dexterity (Speed):

The 'Quickness'
of the rollout.

Instant rebates,
rapid approvals.



Charisma (Reach):

The 'Vibe' and
popularity.

Marketing,
accessibility, trust.



POINT ALLOCATION:

Distribute 10 points
across the 3 attributes
to define your character.

How do you choose to
build your campaign?



ELEMENTAL ALIGNMENT

Patron influence
on design flavor.



The allocation that drives your program's identity.

THE WARLOCK'S PACT: BINDING YOUR PROGRAM

FUNDING &
RESOURCES



MANDATE &
COMPLIANCE



SPECIFIC
RESULTS &
OVERSIGHT



ELEMENTAL
ALIGNMENT



THE PACT:

You receive resources
(Staff, Funding, Authority).

You commit to specific
outcomes (The Mandate).

Your Patron defines
your style.

The foundation of effective program design.



you venture forth

THE PAPER GOLEM: ADMINISTRATIVE GATEKEEPER

 **WATER**
(THE GREAT
EQUALIZER):
Charisma Roll
(Reroll with
Fluidity ability)



Use Fluidity & Reroll

 **AIR**
(THE APOSTATE):
Charisma Roll.
(FAIL RISK: If roll fails,
permanent loss of
2 Charisma due
to Vacuum)



This golem grows larger with
each moment it is not addressed,
and will not let you proceed.

FAILURE: Program loses
Two Speed (2x)



System Shock Bypass

 **ELECTRICITY**
(THE ARCH-
ELECTRIFIER):
Dexterity Check
(System Shock
to instant-pass)



 **FIRE**
(THE ETERNAL
AUDITOR):
Roll for Speed or
use Burn Notice

Paper Golem uses (paper)cut, it is super effective.



you venture forth

THE SWARM ALLIANCE: choosing your implementer

Path 1: Band of Carpenter Bees



> PARTNER WITH LOCAL BEES

(Stat Modification: +3 Charisma, -1 Speed)

Effect: Tapping into Contractor networks builds deep local trust, but building consensus among the swarm slows initial implementation.

Path 2: The Queen Bee



> ALIGN WITH THE QUEEN

(Stat Modification: +3 Strength, -1 Charisma)

Effect: partnering with a large contractor grants unstoppable institutional muscle, but deeply strains grassroots relationships.

Path 3: Bypassing the Hive



> PROGRAM STAFF TAKES IT ALL ON!

(Stat Modification: +3 Speed, -1 Strength)

Effect: cutting out external alignment eliminates friction and maximizes deployment speed, but some problems are too complex to solve without partners

The Hive Mind awaits your decision:
Will you gather the swarm, command
the crown, or brave the trial alone?



you venture forth

YOU GET LOST: THE WILDERNESS TRIAL

NO CRYSTAL RECEPTION:
You have lost your scrying connection.



The Trial of the Lost:
do you find your way, or fall to the snows?



you venture forth

THE GATES OF CERBERUS

EQUITY

Electrification

Cost
Effectiveness

The Equitable retrofit

The Action: Feed Electrification and Equity. Fully fund deep upgrades (heat pumps) starting with renters and small businesses.

The Bite: The Cost-Effectiveness head starves. Managing complex, older buildings causes massive budget and administrative delays.

Stats: +3 Strength, +3 Charisma -3 Speed

The Efficiency Compromise

The Action: Feed Equity and Cost-Effectiveness. Install highly efficient gas systems universally and lighting measures.

The Bite: The Electrification head starves. Bills stay low and deployment is fast, but the city remains locked into fossil fuels.

Stats: +3 Charisma, +3 Speed, -3 Strength

The Commercial Sprint

The Action: Electrification and Cost-Effectiveness. Partner with major developers to rapidly electrify high-density commercial zones.

The Bite: The Equity head starves. Entire neighborhoods are bypassed, leaving vulnerable renters without resources.

Stats: +3 Strength, +3 Speed, -3 Charisma



you venture forth

THE SHAPE-SHIFTING DOPPELGANGER:

Building the False Front

WATER
(TAP COLLECTIVE
MEMORY)



COMMUNITY AID:

Water programs use
collective memory.
Ask Community Memory
(No Roll Required) +
Get +2 for the next program roll.

Success →
True Building Revealed

FIRE
(TRUE SIGHT STRENGTH)

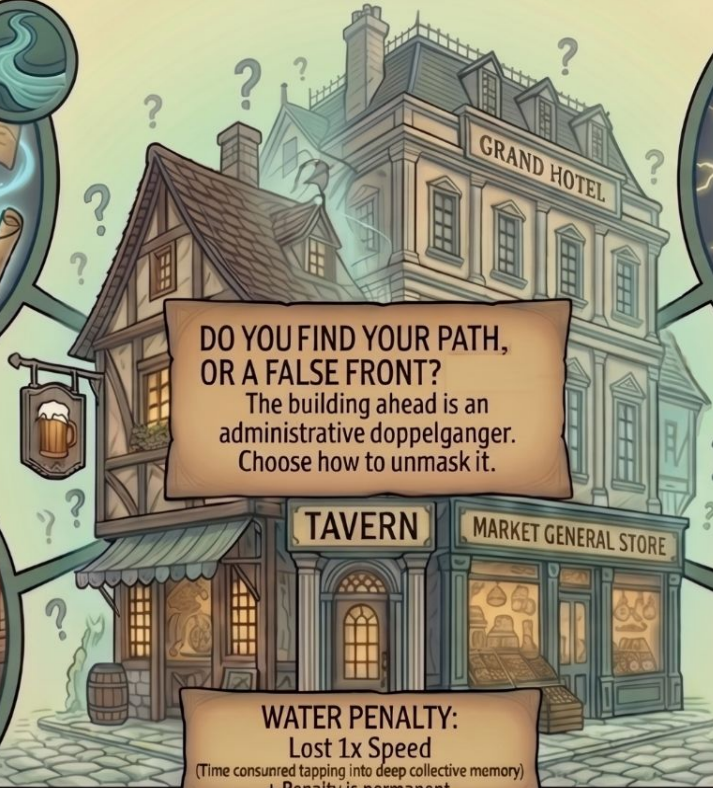
Fire needs a strength roll.
Roll 1d20 + Strength.
(e.g., DC 15)

Strength Roll
FAIL → Lost 2x Strength



DO YOU FIND YOUR PATH, OR A FALSE FRONT?

The building ahead is an
administrative doppelganger.
Choose how to unmask it.



WATER PENALTY:

Lost 1x Speed
(Time consumed tapping into deep collective memory)
+ Penalty is permanent.

ELECTRICITY
(POWER BYPASS)



SIDE-STEP POWER

Electricity side-steps with
pure power.
or rolls for speed.

Success →
FAIL → Lost 2x Speed

AIR
(SPEED ROLL)

Air has to roll for speed.
Roll 1d20 + Speed

(e.g., DC 14)



Speed Roll
FAIL → Lost 4x Speed



The Trial of the Doppelganger:
Do you unmask the false front, or fall to the shift?



you venture forth

AFFORDABILITY HYDRA

**COST
OF RETROFITS**
(Serpent Head 1)

DEEP RETROFITS ARE COSTLY



Initial Investment
(Capital Outlay)

PARTICIPANT BILL REDUCTIONS ARE PARAMOUNT



**PARTICIPANT
BILL REDUCTIONS**
(Serpent Head 2)

GRID AFFORDABILITY MUST BE MAINTAINED



**SYSTEM
AFFORDABILITY**
(Serpent Head 3)

**A DECISION IN
THREE FRONTS.**

Choose your focus. Beware:
a single head will not satisfy
the creature: all three
must be addressed.

SOLO STAND:

You may choose to fight alone.
This path preserves all
your points but places the entire
burden on a single program.

SACRIFICE BARGAIN:

You may choose to sacrifice 25%
of your attribute points to partner
with another program. Combining
forces may be key to victory.

fight for the fate of the realm!
do you stand alone or with your allies?



THE HYDRA ESCAPES!
YOUR JOURNEY CONTINUES...





YOU HAVE SAVED THE REALM



Reference Slides

THE ARCH-ELECTRIFIER (Pact of Lightning)

Modern
Infrastructure



Zero-Emission
Tech



Zealous
Advocate



THE MANDATE:

Fuel substitution,
heat pump adoption,
grid modernization.

THE BOON:

System Shock - Bypass
a technical delay
encounter automatically.

Accelerated
Grid



The power of modernization at your command.

THE GREAT EQUALIZER (Pact of Water)

COMMUNITY
TRUST



COMMUNITY
NEEDS



THE MANDATE:

Equity-first, reaching multi-family housing, low-income renters, and underserved communities.

THE BOON:

Fluidity - Reroll any Charisma (Reach) check by detailing community partnership.

ACCESSIBLE
PROGRAMS



INCLUSIVE
BENEFITS



Ensuring the benefits of efficiency flow to all.

THE ETERNAL AUDITOR (Pact of Fire)

FISCAL
RIGOR



SOCIETAL
IMPACT



STRICT
EM&V



THE MANDATE:

Maximum Cost-Effectiveness,
Ratepayer Benefit, and
rigorous fiscal oversight.

THE BOON:

Burn Notice - Incinerate one
bureaucratic hurdle, but
permanently lowers Dexterity
(Speed) for the game.

RESOURCE
OPTIMIZATION



Efficiency must always pay its way.

THE APOSTATE (Pact of the Void)

**IMPERMANENT
FOUNDATION**



**POLITICAL
VOLATILITY**



THE MANDATE:

Flexible Pilot Funding,
General Funds, no fixed
policy master.

THE BOON:

Drafting - Move 2 points
between stats to meet
a challenge.

THE BURDEN:

The Vacuum - No Shield of
Mandate. Failures lose
double Political Capital.

**BALANCED
APPROACH**



**INNOVATIVE
SOLUTIONS**



Unbound by policy, exposed to the void.