

# 4D4 SYSTEM REFERENCE DOCUMENT

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Core rules for building independent games and compatible products.

Written and designed by Aron Pence.

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POWER



COMBO



DAMAGE



ARMOR

THE DICE ARE IN YOUR HANDS.

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- Damage, Strain, Status, defeat, and encounter procedures included here.
- Starter character, ability, and Scene construction procedures included here.
- Open Omen as included here.
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# I. PURPOSE AND CORE TERMS

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4d4 is a tabletop roleplaying system about choosing an approach, committing finite dice, finding matching results, and deciding what the remainder does to a shared Scene.

**PARTICIPANT** - A character, independent NPC, creature, object, vehicle, organization, place, or other thing that owns a chart and Dice Pool.

**SIDE** - Participants currently working toward the same result in one contest.

**AGENT** - One active person, obstacle, route, hazard, or facet with its own Axes, nonfungible Pool, Armor, Damage, Statuses, resources, one action opportunity per Round, and direct reactions.

**ACTION OPPORTUNITY** - One chance during a Round to act, pass, or support or interfere for somebody else. Direct defense and an explicitly triggered personal reaction do not consume this opportunity unless their text says so.

**EXCHANGE** - One original action, every legal reaction, Help, comparison, and all resulting harm, statuses, movement, and effects. A removal threshold measured "in one exchange" resets only after this complete procedure finishes.

# 2. THE FOUR AXES

Every character and active game object expresses four cardinal Axes.

NORTH - Power, force, command, endurance, direct pressure, and imposing change.

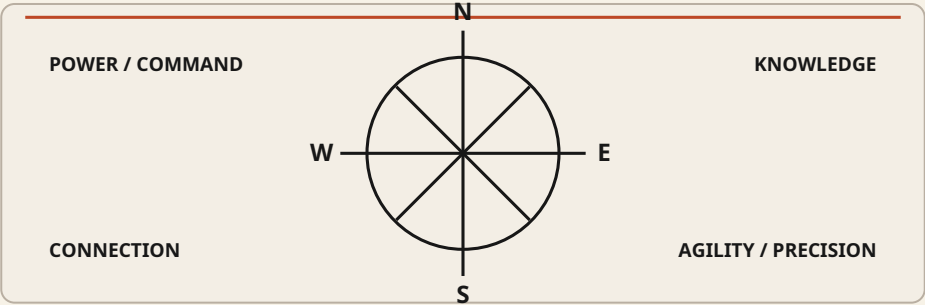
SOUTH - Agility, precision, concealment, timing, speed, and controlled movement.

EAST - Knowledge, judgment, analysis, craft, prediction, systems, and technical understanding.

WEST - Empathy, connection, intuition, persuasion, trust, and social understanding.

An Axis describes an approach, not a personality. A gentle character may use North to make an uncompromising promise. A warrior may use West to understand an enemy's fear.

A cardinal rating is the maximum number of **Normal Dice** that participant may commit when using that approach.



# DICE POOL AND COMPOSITES

A character's fixed **Normal Dice** Pool normally equals  $N + S + E + W$ . Mark each die as Ready, Spent, Strained, or converted into directional Damage.

Composite Axes use the rounded-down average of two neighboring cardinal ratings:

- NE uses  $\text{floor}((N + E) / 2)$ .
- SE uses  $\text{floor}((S + E) / 2)$ .
- SW uses  $\text{floor}((S + W) / 2)$ .
- NW uses  $\text{floor}((N + W) / 2)$ .

Unless a scoped REPLACEMENT explicitly replaces this calculation, a composite has no independent rating. It includes both component directions for applicable Damage and Armor.

For an untrained specialized action, halve the chosen Axis commitment cap, round down, minimum 1. Ordinary actions use the full cap.

Calculate the cap in this order: printed Axis, Untrained halving, one strongest temporary cap boon, then one strongest temporary cap penalty. The final cap may become 0.

# OPPOSITION

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A direct defense normally uses an opposite **Axis**:

- N is opposed by S.
- S is opposed by N.
- E is opposed by W.
- W is opposed by E.

Against a composite, the defender chooses either opposite cardinal:

- NE is defended by S or W.
- SE is defended by N or W.
- SW is defended by N or E.
- NW is defended by S or E.

This choice is mechanically meaningful. Abilities may reward, punish, or restrict a specific defensive direction.

The fiction may make one defense impossible. State a visible limitation before dice are committed.

## 3. TURNS AND ROUNDS

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A Scene proceeds through Turns. A Turn may contain several Rounds.

**ROUND START** - Resolve effects before Combo refresh. Ready Spent **Combo Dice** not denied by those effects. Resolve effects timed during or after refresh.

**DURING THE ROUND** - Every participant and active Agent receives one action opportunity. It may act, pass, or have already spent that opportunity supporting or interfering. A newly created or transferred Agent takes its controller's place for entry timing. If it enters on or after that controller's opportunity, it counts as having passed this Round unless a printed Effect grants an immediate ability-created opportunity; that opportunity uses the shared action ceiling.

**ROUND END** - Resolve end-of-Round Triggers and Fades. Discard held Stragglers. Begin another Round while at least one side has Ready **Normal Dice** and a meaningful action it chooses to attempt.

**TURN END** - The Turn ends after a Round when no side has Ready **Normal Dice** it can and chooses to use, when the Scene ends, or when an explicit effect ends the Turn. Move every remaining Ready **Normal Die** to Spent before refresh. **Power Dice** keep their current state until their refresh. A Turn-ending ability must say so, allow any printed reaction, and carry a WATCH or RED FLAG warning.

**TURN REFRESH** - Resolve effects before Normal or Power refresh and record every denied or replaced refresh. Ready eligible Spent **Normal Dice**, return eligible Strained dice to Ready, then Ready eligible Spent **Power Dice**. Resolve effects timed during or immediately after refresh, then ordinary start-of-Turn Triggers. A refresh denial must operate during that refresh; it cannot wait until after the die has become Ready.

# ACTIONS AND REACTIONS

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An action normally commits at least one Ready **Normal Die** up to the chosen Axis cap. The actor declares intent, approach, Axis, and at most one active Skill or Power before rolling.

There are no separate interrupt rules. Every active response outside an action opportunity is a Reaction with a printed Trigger and Timing. For each incoming action, the targeted participant or Agent may directly react using only its own resources. It may directly react again to later actions while dice remain.

Resolve the target's direct reaction first. The acting side then declares and resolves non-target support in table order. The defending side then declares and resolves non-target interference in table order. Once interference begins, no later support enters. A non-target participant enters this sequence at most once and spends its unused action opportunity; it cannot also act proactively that Round. Direct defense and an explicitly triggered personal reaction do not consume the target's action opportunity unless printed otherwise.

Process each reaction using the ordinary cancellation, Pattern, payment, and division procedure. A PRE-PATTERN checkpoint replaces that participant's later ORDINARY entry in this sequence unless a valid SECOND ENTRY says otherwise. Reactions never open reactions.

Reactions contribute retained Clusters and eligible Help to their side but do not inflict ordinary Margin harm. Ordinary harm belongs to the original harmful action. A reaction may still cause harm, movement, a Status, or another result when its printed Effect says so.

When one roller controls several effects at the same Timing, that roller chooses their order unless a definition fixes it. Across different rollers, resolve effects modifying the pending action before the original action's Effect. The 4Caster settles any remaining true tie and keeps that ruling for the Scene.

## 4. ASSEMBLING A ROLL

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1. Commit at least one Ready **Normal Die**, up to the chosen Axis cap.
2. Optionally commit Ready **Power Dice**, whether or not a Power is being activated.
3. After declaring one active Skill or Power, optionally commit eligible Ready **Combo Dice**.
4. Roll applicable directional **Damage Dice** automatically.
5. Against every incoming attack for which its direction and fiction apply, roll the targeted participant's **Armor Dice** automatically.

Committed Normal, Power, and **Combo Dice** become Spent. Damage remains Damage. Armor is persistent and normally has no Ready or Spent lifecycle.

**Power Dice** enter the contest. They may form Clusters, become Stragglers, contribute tie value, and satisfy typed Power requirements.

**Combo Dice** only help pay the one declared Pattern. They never form Clusters, become Stragglers, or contribute tie value.

Normal and Power results fill eligible untyped Pattern requirements before Combo results. When either could fill the same untyped requirement, assign a surviving Normal or Power result first. Combo fills only eligible untyped requirements left afterward. Typed requirements still require their named die type.

# CANCELLATION AND PATTERNS

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Resolve a roll in this order:

1. Roll committed Normal, Power, and **Combo Dice** plus applicable Damage.
2. Each Damage result cancels one matching Normal or Power result chosen by the injured roller.
3. Resolve printed PRE-PATTERN reactions timed before Armor.
4. Roll applicable Armor. Each Armor result cancels one matching Normal or Power result chosen by the Armor owner.
5. Resolve printed PRE-PATTERN reactions timed after Armor.
6. Check the one declared active ability Pattern. Assign surviving Normal and Power results to eligible untyped requirements before assigning Combo results.
7. Pay the Pattern.
8. Discard Combo results from the contest.
9. Divide surviving Normal and **Power Dice**.

Every Pattern symbol requires a distinct die. One die cannot pay two requirements or two abilities.

SPEND removes used Normal and Power results. TRIGGER leaves them in the contest. **Combo Dice** are already Spent either way.

An ability's Effect resolves at its printed Timing. Its Pattern is still checked and paid at Steps 6-7 unless the ability explicitly replaces part of the roll.

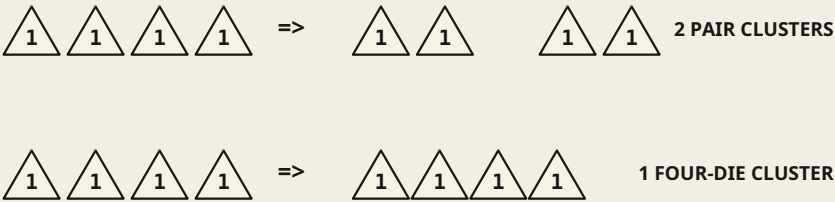
# 5. CLUSTERS

A Cluster contains two or more surviving Normal or **Power Dice** showing the same face. The roller chooses how matching dice are divided. Each retained Cluster counts as one Cluster regardless of size. Its tie value is the sum of every die inside it.

- 3,3 is one Cluster with tie value 6.
- 3,3,3 is one Cluster with tie value 9.
- 1,1,1,1 may be one four-die Cluster or two pair Clusters.

A large Cluster has stronger tie value. Several smaller Clusters create a higher Cluster count.

Only dice remaining after cancellation and SPEND may be divided. A die used for one Cluster cannot also become a Straggler.



# STRAGGLERS AND HELP

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Surviving dice not placed in Clusters become Stragglers.

LEFTOVER 1 - Hold it until the Help step, then spend it to add one Help Cluster to one of the holder's own rolls. A newly rolled 1 may help the roll that produced it.

LEFTOVER 2 - Hold it until the Help step, then spend it to add one Help Cluster to another participant's roll.

LEFTOVER 3 AND 4 - Resolve the active Scene's declared primary 3 or 4 effect after division unless a printed reaction occurs first. One Straggler creates one primary effect.

A Help Cluster adds one to Cluster count and has tie value 0. It does not satisfy Patterns or count as a rolled Cluster unless an effect explicitly says otherwise.

All reactions and immediate 3/4 effects finish before Help. The defending side declares and assigns every held 1/2 first; the acting side declares and assigns second. Do not reopen either declaration. A surviving 1 self-helps only its source roll, including a one-die direct reaction. A surviving 2 helps only another participant. Spending a held Straggler consumes no action opportunity. Unspent 1s and 2s expire at Round end.

# COMPARISON AND MARGIN

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After reactions and Help, compare total retained Clusters.

1. The side with more Clusters wins.
2. If tied, compare the sum of dice inside retained rolled Clusters.
3. Help has tie value 0.
4. If still tied, the defender holds.

Margin is the difference in Cluster count. Winning only by tie value produces Margin 0.

For a successful non-harmful action:

- Margin 0: the intent happens narrowly.
- Margin 1: the intended result happens.
- Margin 2: the result is strong and gains one reasonable extra.
- Margin 3+: the result is exceptional within the established fiction.

An ordinary harmful action inflicts declared Damage or Strain equal to the original action's Margin. Printed effects may add or replace harm.

## 6. THE FIVE DICE TYPES

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**NORMAL DICE** - The finite core Pool. They become Spent when committed and normally refresh at Turn refresh.

**COMBO DICE** - Extra Pattern-only dice. They require one declared active ability, never enter the contest, and refresh each Round.

**POWER DICE** - Full special dice. They may join any roll, enter Clusters and tie values, and satisfy typed Power requirements. They refresh at Turn refresh.

**DAMAGE DICE** - Converted Pool dice representing persistent harm. Applicable directional Damage rolls automatically and cancels matching Normal or Power results.

**ARMOR DICE** - Persistent defensive dice. Applicable Armor rolls against incoming actions and cancels matching Normal or Power results.

Open special dice are the default. A Bound die is imposed by its source, 4Cast, item, or ability. Binding is a restriction, not an automatic benefit. Do not offer Open and Bound dice at the same cost as equivalent choices unless Bound is required by the source or carries a printed compensating benefit.

# DAMAGE, STRAIN, AND DEFEAT

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Each point of Damage converts one die in the fixed Normal Pool into a directional **Damage Die**. Damage remains until healed. It rolls when its direction is the chosen cardinal or a component of the chosen composite.

When **Damage Dice** equal or exceed the fixed Pool, a living character dies by default. A compatible game may use incapacitation, capture, transformation, retirement, or another stated defeat rule.

Strain is temporary pressure. Each point sets aside one Ready **Normal Die** until Turn refresh. If no Ready **Normal Die** remains, excess Strain is ignored.

Strain does not lower an Axis, reduce the fixed Pool, convert into Damage, or persist after Turn refresh unless a specific effect replaces that procedure.

Persistent weakness should use a Status. A commitment-cap penalty does not alter the printed Axis, composites, Pool, Damage capacity, Encounter Axes, or XP unless it explicitly changes a rating.

# STATUSES

---

A Status is a named persistent rule state with pips or another recorded value.

Every Status should state:

1. Name and optional subject or direction.
2. Pip range or other value.
3. Scope.
4. Trigger.
5. Exact effect.
6. Fade or ending.
7. Stacking and conversion.

Skills grant competency while Statuses record temporary positions. Hacking training is not erased by defensive software. A successful intrusion could instead apply HACK [SYSTEM] (1), while ICE reduces that Status.

Status conversion is valid design. Recheck the Gate, target, immunity, output cap, and entire delivery atomically. Remove the printed input pips only when at least one output pip or other printed state change is successfully delivered; partial delivery consumes the full printed input. Failed activation or comparison, cancellation, invalid or immune target, insufficient input, or an output already at cap preserves every input pip. Conversion output remains locked until exchange end unless an explicit CASCADE says otherwise.

Useful generic rules tools include the non-Status directional operation BOOST [AXIS] and Statuses such as WEAKENED [AXIS], EXPOSED, HACK [SYSTEM], HIDDEN, and ICE [SYSTEM]. A setting must define their exact effects and Fades.

## 7. SCENES, SIDES, AND AGENTS

A Scene Pool total is a preparation budget. The 4Caster allocates every die among starting Agents however desired and records each fixed Pool. Each Agent owns its actions, direct reactions, Axes, Armor, Damage, Statuses, reserves, and Pool. No Agent lends or borrows.

Encounter Axes sum active Agent ratings for evaluation only. A captain and three crew each at N2 create Encounter N8, but every Agent still caps N at 2.

The targeted Agent directly reacts using its own Pool. It may directly react again to later incoming actions while dice remain. Another Agent may support or interfere by spending its own unused action opportunity and its own dice.

An Agent is defeated when Damage equals its own fixed Pool. A scene may end when all required Agents are defeated, cumulative Scene Damage reaches the printed Scene Pool total, or the objective or fiction reaches a stated ending. Damage on defeated Agents still counts toward an aggregate threshold; healing reduces aggregate Damage only when it removes current Damage.

Choose one setup mode.

ATTRITION is default: when an Agent is defeated, remove every remaining die and resource attached to it.

PRESSURE TRANSFER X must be explicitly printed at setup with one starting source, one named receiver, X, a RECEIVER CAP, and a SCENE CAP. X may equal but cannot exceed the source's printed starting Pool and never depends on or derives from current Ready dice. When that source is defeated or otherwise removed, attempt to create exactly X Spent **Normal Dice** on the receiver. Stop at both caps and lose excess; dice actually created Ready no earlier than next Turn refresh, increase the receiver's fixed Pool and Damage threshold, and grant no immediate refill or action. No Axes, Armor, Damage, Status, reserve, or ability transfers. Each starting source triggers once. Transferred, created, summoned, copied, or echo dice cannot source transfer. If the receiver is absent or illegal, all X dice leave play.

A newly entering Agent acts no earlier than next Round unless an explicit ability-created opportunity says otherwise.

# BUILDING A SCENE

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Record:

1. Immediate pressure and visible stakes.
2. One or more valid endings.
3. Party Total and prepared Scene Pool total.
4. Every starting Agent's Axes, fixed Pool allocation, current state, and resources.
5. ATTRITION or each PRESSURE TRANSFER X source, receiver, and cap.
6. Agent abilities and any early break conditions.
7. One primary effect each for leftover 3 and 4.
8. Any clock, Status, route, or changing pressure.
9. What failure changes instead of stopping play.

The 3/4 effects should create information, danger, opportunity, movement, cost, or changing position rather than repeat ordinary Margin. Allied, neutral, and hostile factions keep separate totals and Agent allocations. Cooperation never merges resources.

# CHARACTER CONSTRUCTION

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A starting character normally has:

- Four cardinal Axes.
- A fixed Normal Pool equal to their cardinal total.
- Two setting-appropriate Skills.
- One Power.
- Equipment and permissions appropriate to the setting.

A recommended starting array is N3, S3, E3, W3 for a Pool of 12. A setting may offer shaped arrays with similar totals.

An Axis describes how a character acts. A Skill grants broad competency in a Category and may contain signature moves. A Power changes a rule, permission, or law of the setting but grants no adjacent competency. Equipment grants fictional permission and may carry explicit rules.

Do not require every setting to share gear, recovery, defeat, economy, or advancement structures. Those are important spaces for setting design.

# SKILLS, POWERS, AND ABILITIES

A Skill signature move and an active Power should state:

- Category or exact Power exception.
- Active or passive Mode.
- Axis and action or reaction use.
- Pattern and SPEND or TRIGGER.
- Timing.
- Requirements and costs.
- Target, range, area, and duration.
- One executable Effect.
- Counterplay, Fade, recovery, or ending.
- Important interactions and a risk label.

An active Power normally requires a typed Power result such as P1 or P x1 unless a compatible supplement prints a scoped replacement exception and reserve procedure. A passive Power occurs when its conditions are true, but cannot pay the same die or resource twice.

Every starting loadout should include one reliable handle: an ability usable without a rare Pattern, several setup actions, or a narrow Status Gate. Combine that with one situational signature and one ambitious effect. This is authoring guidance, never a pity activation or lowered Pattern.

BASELINE effects are bounded. WATCH effects swing with timing or combinations. RED FLAG effects change action count, end Turns, bypass broad counterplay, create permanent resources, or multiply broad effects.

Risk labels are editorial review, not mathematical prices.

## INTERACTION SAFEGUARDS

- A participant gains at most one additional personal action opportunity from abilities per Turn. Unless its source says otherwise, it may Act or pass but never help or interfere. In one Round, at most one ability-created opportunity resolves across that participant and all controlled ability-created Agents. Every action or support opportunity taken by an ability-created Agent counts, including an ordinary Agent opportunity in a later Round. Entry or control change does not reset the ceiling or bypass ordinary entry timing. Check Requirements at declaration and activation.
- A participant enters an exchange's reaction sequence once; an early checkpoint replaces ORDINARY. Only an APEX and RED FLAG SECOND ENTRY grants one named later checkpoint after an earlier reaction. It creates no new reaction window, never answers a reaction, and mandatory Passive Triggers do not consume entry unless printed otherwise.
- Each flat-Damage packet states direction, Armor applicability or bypass, and multiplier. For each recipient copy, an Armor result cancels one acting result or prevents 1 point from one eligible packet, never both. The same result cannot be reused by a copied or repeated Effect within that activation; only a later independent activation or later Status Trigger is new. Combine only packets sharing direction, Armor rule, and multiplier. Assign Armor, reduce, then multiply.
- A return cannot restore its own activating die or Cost during the same Turn. Per Turn, a participant may benefit from one ability-caused Combo return and one ability-caused Power return unless an APEX exception says otherwise. A delayed return reserves that entitlement when created; an empty release does not restore it. A die returned Ready cannot pay, trigger, or become the target of another reserve-return Effect in that exchange.
- Recheck every conversion Gate, target, immunity, and cap before removing input. Remove all printed input only after at least one output pip or state change is delivered; partial output still consumes the full printed input. Failed activation or comparison, cancellation, invalid or immune target, insufficient input, and at-cap output preserve all input. Until exchange end, output cannot satisfy a Requirement or Gate, pay a Cost, trigger a Passive or Status Trigger, or become conversion input. CASCADE is one atomic two-conversion line and is an explicitly priced APEX / RED FLAG exception.
- Once per Round, the first application that actually increases DRAINED pips moves one Ready **Power Die** to Spent if available. That increase uses the event even when no Ready **Power Die** is available; an at-cap application neither moves a die nor uses the event. HESITANT Strains up to its pips before an eligible action and reduces by 1 only when at least one eligible Ready **Normal Die** actually became Strained; with no eligible die it waits unchanged. Reapplying AXIS-LOCKED with the same Axis adds pips to its cap; a different Axis replaces both Axis and pips. Distinct BACKLASH [Axis, Harm] pairs remain separate, but the affected participant chooses only one eligible pair to trigger from a roll.

## 8. ENCOUNTER RATING

Published baseline Scenes assume three starting characters.

One character share is one participating character's fixed Pool, normally 12 dice. Add every participating character's fixed Pool to find Party Total. Choose a Scene Pool total from that actual total, then allocate it among the prepared starting Agents. Equal allocation is convenient, never mandatory.

After finding actual Party Total:

- Easier: 75 percent or less.
- Even: above 75 percent and below 125 percent.
- Harder: 125 percent or more.

Agent count is a separate pressure lever. Scene Pool total creates total endurance; allocation decides where it sits. More Agents create more actions.

A simple award is 1 XP for an Easier meaningful Scene, 2 XP for Even, and 3 XP for Harder. Award it once when the Scene reaches an ending.

A provisional advancement rule spends 10 XP to raise one cardinal Axis by 1, maximum 5. Setting books should define ability advancement and campaign-specific rewards.

## OPTIONAL VARIANT: OPEN OMEN

Open Omen changes only declaration timing.

1. Name the acting participant or Scene Agent and choose a cardinal or composite Axis representing the energy brought into the moment. Do not yet declare a task, target, active Skill, or Power.
2. Commit **Normal Dice** up to that Axis cap and any chosen Ready **Power Dice**. Open Omen also permits Ready **Combo Dice** up to **COMBO** before an ability is selected.
3. Roll applicable directional **Damage Dice** and resolve self-Damage cancellation.
4. Resolve roll-driven Passives in legal timing order.
5. Choose the exact ordinary action, target, and at most one active Skill or Power made legal by the chosen Axis, visible dice, fiction, equipment, Statuses, and other requirements.
6. Fix that declaration before the target chooses a defense and reacts. Armor, PRE-PATTERN reactions, Pattern payment, division, leftover 3 and 4 effects, ordinary reactions, Help, comparison, and Effects then resolve normally.

The chosen action must express the chosen Axis. Position, equipment, knowledge, and available targets still constrain it.

A protected single-Normal-face or current-roll Straggler profile not in ONE OPEN PROFILE or the recorded OMEN ARRAY cannot be chosen on an Open Omen roll; use ordinary play or Omen Reading and declare it before rolling instead. An ordinary [OPEN] move selected during Open Omen is chosen in the post-roll action declaration before the response, then pays its Pattern at the usual after-Armor checkpoint unless printed otherwise. Any-face and any-Straggler protected profiles remain prohibited. A replacement Power exception reserves its required **Power Die** before the roll. Open Omen grants no extra action and no second active ability. It grants no refund when no useful declaration exists; committed Normal, Power, and **Combo Dice** remain Spent. Apply Open Omen symmetrically unless a 4Cast explicitly grants prophetic play to one side. If the chosen action is Untrained, halve its cap after declaration; excess committed Normal Dice remain Spent and are ignored.

## 9. CREATOR GUIDANCE

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A compatible product may add, remove, rename, or replace rules. Make the relationship visible:

- CORE uses this SRD procedure unchanged.
- OPTIONAL adds a procedure the table may choose.
- REPLACEMENT names the ordinary rule and states what replaces it.
- SETTING RULE applies only inside the product's 4Cast or setting.

A replacement should state its timing, scope, resources, and counterplay. Avoid silently redefining Action, Reaction, Round, Turn, Pattern, Cluster, Straggler, Damage, Strain, Status, Agent, Side, or Pool.

Before releasing a compatible work:

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3. Do not imply endorsement.
4. State the SRD version used.
5. Define every new term, timing, lifecycle, and ending.

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# KEYWORD GLOSSARY

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**ACTION** - A participant's use of its Round opportunity.

**AXIS** - An approach and **Normal Dice** commitment cap.

**CLUSTER** - Two or more matching surviving Normal or **Power Dice**.

**COMPOSITE** - NE, SE, SW, or NW, using the rounded-down average of its two component ratings.

**HELP CLUSTER** - One added Cluster with tie value 0.

**MARGIN** - Difference in Cluster count; a tie-value win has Margin 0.

**PATTERN** - Distinct die results required by one ability.

**REACTION** - A response outside a proactive opportunity.

**ROUND** - One opportunity for every active participant and Agent.

**SCENE** - The current situation, pressures, participants, and endings.

**STATUS** - A named persistent rule state.

**STRAGGLER** - A surviving die not placed in a Cluster.

**TURN** - One or more Rounds ending in shared Normal and Power refresh.

**4CAST** - A setting, scenario line, or game implementation built with 4d4.

**4CASTER** - The participant who presents and operates Scenes and adjudicates rules.

## 10. ATTRIBUTION REFERENCE

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# 4D4 SRD

**Build a setting. Write an adventure. Make a tool. Sell the thing if somebody wants it.**

Credit where the foundation came from, mark your changes, and make the rest your own.

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