

IRON STREET COMBAT



JAMES MENDEZ HODES

A WORLD OF
ADVENTURE FOR

FATE
CORE SYSTEM

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An Evil Hat Productions Publication
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Iron Street Combat

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First published in 2019 by Evil Hat Productions, LLC.
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For those working at a copy shop and not at all sure if this means
the person standing at your counter can make copies of this thing, they can.
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This is a game where people make up stories about wonderful, terrible,
impossible, glorious things. All the characters and events portrayed in this
work are fictional. Any resemblance to real people, secret societies, lucha
priests, globe-spanning conspiracies, Daoist rap groups, or other hidden
truths revealed to you at dire risk of retribution from the ones who are
really pulling the strings is purely coincidental, but kinda hilarious.

And terribly terribly dangerous... if true.

Watch your back.

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IRON STREET COMBAT!

Five minutes into our past, shadow governments, crime syndicates, evil corporations, and creepy cults pour incalculable resources into hiring some lady with muscles to punch their enemies until they can take over the world.

That lady is you.

Iron Street Combat brings you the international backdrops, larger-than-life characters, and dynastic intrigue of *Street Fighter*, *Tekken*, and *Mortal Kombat* without making you memorize button combos or complex combat mechanics. You'll create a stable of characters with connected backstories and distinctive fighting styles as well as powerful, entangled factions for them to join or oppose—such as the devil-helmed Naraka Conglomerate, the mysterious Iga Ninja, or the legendary Wūdāng Clan. With nothing but your fists and your hunger for victory between you and the wrath of wicked dictators, ancient war gods, or invaders from another dimension, you'll create a battle fit for an unskippable cutscene.



Opening Cinematic

Yesterday, an explosion at a weapons research facility released a brigade of prototype humanoid combat drones, who attacked innocent people and damaged millions of dollars' worth of property. Last night, heavily armed demons tore open a portal between this world and the next, kidnapping a congregation at Midnight Mass in a cathedral and absconding with them to who knows where. Tomorrow, a former Soviet satellite plans to test a nuclear device rumored not to be a bomb, but a scientifically uplifted creature.

Operating in the light, beholden to transparency and political expedience, neither president nor pope can protect us. So what power keeps such outbreaks from tearing humanity apart? To find out what holds back the shadows, we must search the shadows.

Hiding amidst whispers of subterranean civilizations, ancient astronauts, or ravens with the faces of men, secret societies lurk and struggle: some for faith, some for money, some for fame, but all for power. Their acolytes, employees, and sycophants, sworn to secrecy, number in the thousands. The resources they control—land, laboratories, technologies, and information—are of incalculable value. But each has a few personnel more valuable than all others: their champions, whose bodies and minds are the perfect weapons, paragons of the world's deadliest martial arts. Occasionally, their duels spill out of the shadows and into the light, in tournaments and other confrontations made public. These are the most spectacular clashes the world has ever seen.

LOADING: MAKING AND POPULATING YOUR WORLD

Iron Street Combat is a roleplaying game about a fighting game about secret societies and the martial artists who represent them. Here, every improbable conspiracy whispered by paranoiacs in the dark corners of the Internet is true. Gem-people plot world domination in caverns beneath Denver International Airport. The United States Army rehearses its inevitable takeover in Operation Jade Helm. (The *Protocols of the Elders of Zion* is still bunk, though. We have *some* standards.)

When characters *do* share one of these attributes—as members of the same family, students of the same teacher, masters of the same weapon, or wearers of the same outfit but in different colors—that rare similarity brews a great deal of plot and conflict, as sibling turns on sibling in deadly battle, or as rivals for a teacher’s favor set aside their differences to overcome a common foe.

Setting Aspects

Iron Street Combat’s setting aspects are EVERYTHING RIDES ON THE TOURNAMENT and SECRETS GO ALL THE WAY TO THE SOURCE.

EVERYTHING RIDES ON THE TOURNAMENT

The great powers of this world have a pathological fascination with victory. They’ll risk everything they have—money, power, and especially secrecy—on winning the Iron Street Tournament and seizing the prestige that comes with victory. Popular acclaim for their champion gives a faction de facto free rein to do as it pleases until the next tournament. Unaligned champions rob every faction of that privilege—and thereby piss everyone off.

SECRETS GO ALL THE WAY TO THE SOURCE

Not only is every conspiracy theory true in this world, but they’re all connected. If you dig deeper into any given secret, you’ll find even more underneath. Sure, the Knights Templar are fluoridating the water, but why? Did Big Tobacco’s operatives manipulate them into doing so? Is it a mere distraction from the chemtrails [REDACTED] global warming [REDACTED] jet fuel can’t melt steel beams? And what murky truth is buried beneath *that*?

CUSTOMIZING SETTING ASPECTS

What distinguishes one fighting video game from another? What is its concept? After all, martial artists competing in tournaments for glory and prizes is merely the default. Perhaps your game has a horror theme, featuring characters who are vampires, werewolves, ghosts, and witches. Perhaps your fighters are superheroes with impossible gadgets and preternatural powers. Perhaps they're animated children's toys.

The world around your characters is also yours to shape and mold. Think about the kinds of locations where you'd like to see an epic battle, and what story and character tropes would bring them into focus. If one player imagines a blasted battlefield littered with the corpses of British and Zulu warriors, while another imagines the bridge of a futuristic star cruiser, then time travel might be an important trope for your game: do the characters have past, present, and future versions of themselves that they can switch between?

Alternatively, if everyone likes the idea of a classic anime setup where fights take place at taiko drum performances or in cat cafés, you might want to set your characters and story in one high school or pattern your game after your favorite visual novel. If your setting spans whole planets or dimensions, then your characters' high concepts will differ wildly: you might have a clockwork automaton fighting a space vampire fighting a karate master. If your game has a focused setting, you'll have to focus the character or aesthetic differences: if everyone's a spy, then the difference between a Japanese ninja, a British MI6 agent, and a Navy SEAL might be huge—whereas those three characters might not give enough contrast in a roster that also includes weremoles and sentient game peripherals.

When deciding how wide to cast your net, trope-wise, think about whether you're running this game for a long time and whether your players are familiar with traditional fighting video games. If the answer to either or both of those questions is no, consider a tighter focus. Apply some genre tropes that the unfamiliar players will know better, ideally something with similar “same shape, different color” aesthetics. Magical girl anime, vampire clans, or superheroics follow that same principle, and might put the less familiar player on a more even fictional ground.

Character Select: Faction and Champion

In *Iron Street Combat*, each player will take on two roles: a mighty **champion**, master of martial arts, and an influential **faction**, a secret society poised to take over the world. Not every champion belongs to a faction, but every faction has at least one champion.

This game assumes each player will underwrite a champion and faction who don't have a strong relationship—positive or negative—with each other. This setup lets each player separate the plans and priorities of their two charges. Playing a faction and champion who are closely allied will probably feel redundant, although it might suit a one-shot. Likewise, playing a faction and champion who hate one another might feel like playing chess against yourself.

Skills and Stunts

In *Iron Street Combat*, both champions and factions use a new skill list. The stunts from *Fate Core* are redistributed among these new skills, as described below.

For a champion or similarly powerful individual, their skills represent aptitudes at various professions that any secret society worth its secret handshake needs to take over the world. For a faction, their skills represent access to high-quality minions specializing in these professions.

For example, a champion with Good (+3) Performer and Average (+1) Criminal excels at stand-up comedy, acting, dance, or similar disciplines, and is also familiar with the criminal underworld and has some connections therein. In contrast, a faction with Good (+3) Performer and Average (+1) Criminal has a number of prominent entertainment personalities on its board or high council, but also employs some low-level pickpockets, thieves, or thugs.

When a faction uses a skill, they deploy their staff, who will roll at their skill rating for things within their purview, and at Mediocre (+0) for things that aren't their job. Those staff may use any stunts related to their skills that their faction has.

Any of these skills can be used to overcome, create an advantage, attack, or defend. For example, you might roll Scientist to unleash the killer robots you designed on your enemies, rapidly synthesize a cure to an internal alchemist's breath-blocking strikes, technobabble at a guard until she believes you're one of the technicians here working on the doomsday device, or highlight a weakness in the anatomy of the uplifted dromaeosaur which champions your hated enemy faction.

That said, approaching the same problem using different skills may yield different results. Hotwiring a main battle tank will be easier for a Criminal or Soldier than for Police or Student, even if you did go to one of those elite prep schools that offers electives in modern military hardware. Magnates or Priests probably couldn't attempt this task at all.

Numbers prefixed with "FC" are page references to *Fate Core*.



CRIMINAL

You spent time as a mobster, gang member, or jailbird. You understand the criminal underworld and its laws.

Stunts: Always a Way Out (FC99); Lies upon Lies (FC104); Face in the Crowd (FC126)

MAGNATE

You comprehend the workings of big business, international finance, and even political lobbying. Accounting and logistics are child's play to you.

Stunts: Best Foot Forward (FC121); Savvy Investor (FC123); Trust Fund Baby (FC123)

MONSTER

You're not human, in whole or in part: a demon, ghost, machine, or sentient animal. How do you hide your true nature? *Do you* hide your true nature? Roll with this skill when you perform feats or actions an ordinary human couldn't do, like lifting a car or hacking a computer with your mind.

Stunts: Ramming Speed! (FC107); Tough as Nails (FC119); Indomitable (FC127)

PERFORMER

All the world's a stage to you. You probably specialize in theater, storytelling, dance, comedy, or professional wrestling, but you dabble in it all.

Stunts: Hardcore Parkour (FC98); Provoke Violence (FC120); Ninja Vanish (FC126)

POLICE

You are the law. You might have been a beat cop, detective, SWAT team member, or government spook.

Stunts: Hard to Shake (FC107); the Power of Deduction (FC113); Okay, Fine! (FC120)

PRIEST

You care for the people's spiritual welfare with courage and wisdom. You might wield supernatural powers derived from rootwork, miracles, or fell rituals.

Stunts: Lie Whisperer (FC109); Psychologist (FC109); Demagogue (FC121)

SCIENTIST

You're the source of some of the (probably unrealistically advanced) science at play in your world: a designer of genetically enhanced creatures, starships, or computers.

Stunts: Always Making Useful Things (FC103); Better than New! (FC103); Specialist (FC115)

SOLDIER

You served in the uniformed military of a nation, or perhaps you belonged to a paramilitary organization or private security company.

Stunts: Surgical Strikes (FC103); Danger Sense (FC117); Hard Boiled (FC127)

SPY

You steal secrets for unscrupulous corporations, national intelligence, or the press.

Stunts: Security Specialist (FC99); One Person, Many Faces (FC104); Eavesdropper (FC113)

STUDENT

You're young, fiery, and full of promise. You have a lot of connections in the academic world. You're probably a star on at least one of your school's sports teams as well. Does your family know what your "part-time job" is?

Stunts: Sprinter (FC98); Rumormonger (FC101); I've Read about That! (FC115)

WILD CARD?!

A champion (not a faction) may write in one skill—but I'm not rewording all your stunts for you...

Creating a Champion

Aspects

Champions have a high concept, a trouble, and three aspects from the phase trio, as in *Fate Core* (page 38). The phase trio supports the kind of messy, interwoven mutual backstory that most fighting-game characters have by, say, the third iteration of the series. Try to have at least one phase trio aspect involve another champion and at least one involve a faction you don't control.

Be careful with aspects that talk about fighting and little else—remember that everyone here is a martial artist and everyone here cares about fighting and winning. If you do make an aspect about your fighting style, though, talk with the group to make sure they understand something about your strengths *and* weaknesses. Otherwise, you'll probably only get to invoke the aspect, not compel it.

Skills

A champion has many roles. They're the public face of your organization, the vanguard of your offense, and the last line of your defense. When trouble rears its head—or trouble needs to be made—your champion takes the lead, whether they choose to delegate the problem or fix it themselves. Not every champion starts out as a leader, but almost every champion winds up as one, for better or worse. Recruiting a champion, therefore, can make or break a faction's fortunes.

Like factions, champions get one Good (+3) skill, two Fair (+2) skills, and three Average (+1) skills; everything else is Mediocre (+0).

Stunts

A champion has three free stunts and three refresh. One stunt may be a **fighting style**.

FIGHTING STYLE

While all champions are familiar with the most tried and true stances, techniques, and maneuvers underlying hand-to-hand combat, many of them distinguish themselves with mastery of a certain martial art.

Champions and factions start with one fighting style and may later gain a second style at a milestone, but cannot have more than two.

A fighting style grants access to three special **moves**, which you can only execute during a fighting-game-style throwdown called a **match**.

The fighting styles are described starting on page 39.

Stress

Regardless of their skill ratings, your champion has one stress track for both physical and mental stress, which has four boxes. They're tough by definition. They also have three consequence slots, as normal.

Style and Aesthetic

At the end of this phase, you should feel the excitement of looking at the character select screen of a new game. Perhaps you had your heart set on a faction or champion when you made them, or perhaps you made a pool of them for everyone to choose from. You're choosing not only a champion, but also which organizations that champion works with. Which do they trust? Which do they hate? Which are they curious but unsure about?

One aesthetic I recommend including in all Loading phases is the principle of "same shape, different color." Fighting games are full of characters and other elements which occupy the same thematic and mechanical space, but which contrast wildly with one another. Characters are the best example. Each champion is roughly the same "shape": they're (approximately) one person of (approximately) human size. But each champion has a different look, fighting style, country of origin, et cetera.

When champions *do* share one of these attributes—as members of the same family, students of the same teacher, masters of the same weapon, or wearers of the same outfit but in different colors—that rare similarity brews a great deal of plot and conflict, as sibling turns on sibling in deadly battle, or as rivals for a teacher's favor set aside their differences to overcome a common foe.

WHILE WE'RE HERE, WE SHOULD PROBABLY TALK ABOUT...

Traditional fighting games are notoriously bad in their depictions of women, especially their appearances. Women have an exaggerated, sometimes unhealthy-looking body type—and they're all the same body type. Their clothes look like they're painted on rather than hanging like real athletic clothing. They don't look like real-world female martial artists. Meanwhile, men display a variety of body types and outfits, at least some of them concealing, which hang normally on their bodies. Characters who don't fit into the "male" or "female" box, if there are any, are played for shock value.

Is the problem that they're unrealistic? Of course not. This game, like all fighting games, is unrealistic. The problem is the way they're unrealistic. Men are generally unrealistic in ways that emphasize their strength and ability, while women are generally unrealistic in ways that emphasize their sexual attributes, and there's no one in between or off the scale...we're implying men can't be sexy, women can't be strong, and people who are neither men nor women deserve to be exotified or scorned.

On their own, within the context of a single game, these things might seem like minor concerns; but when they're part of a world full of toxic masculinity and objectified femininity, they get really harmful really fast for the people most vulnerable to such things. They might not bother you, but you're not the only one; and especially if you're playing with new people or strangers, you might not know what bothers them.

This probably isn't a major concern the way it would be if you were a game studio with an art budget—but it's still something to keep in mind as you make characters, particularly if you want to make characters who are sexy. The simple way to explain this concept is “if you're doing something when you talk about women, do the same thing about men,” but a few specifics might help...

- Give male characters romantic storylines, especially ones that showcase emotional vulnerability or expression. Strong, silent types are overdone, anyway.
- Be careful when you show a character winning another character's heart through feats of strength or skill. First off, this is *Iron Street Combat*: excellence, victory, and defeat are commonplace for everyone. Second, those storylines tend to overrepresent men as the winners.
- Try describing characters in their own voice, in first person, as if you were describing yourself to someone over the phone, so they could pick you out in a crowd.
- Avoid character gimmicks like “is trans” or “cross-dresses.” Gender identity and expression aren't gimmicks.
- Remember that the players' safety and comfort matters more than whether or not something makes sense in the world of the game.

Creating a Faction

You can use this guide to make up your own factions, though we provide plenty of premade factions starting on page 13.

Aspects

A faction has five aspects. The first two are a high concept and a trouble, as in *Fate Core*, along with an agenda, alliance, and rivalry.

- The **agenda** is the faction's endgame. How do they want to change the world to suit their ideology and benefit their members? Do they want to eliminate threats to a nation's sovereignty, summon an elder god, or create the ultimate martial art through fusion of other styles?
- The **alliance** is a positive relationship or relationship element with another faction. You don't need to still get along, or always get along, but there's some mutually beneficial relationship that's still important to both of you.
- The **rivalry** is a negative relationship or relationship element with another faction. Who's been the thorn in the side of all your schemes? Who's got resources you covet? While you shouldn't give a faction an alliance and a rivalry with the same other faction—you want to spread the connections around—you can definitely have a rivalry with someone who has an alliance with you, or vice versa. Just look at pro wrestling tag teams...

Skills

Factions get one Good (+3) skill, two Fair (+2) skills, and three Average (+1) skills; everything else is Mediocre (+0). Good help is hard to find.

Stunts

A faction has three free stunts and three refresh. One stunt may be a fighting style (page 39). When a faction's members or minions act on its behalf, they may use its stunts.

Conditions

Unlike champions, factions don't take stress or consequences. Instead they suffer **conditions**, which originally appeared in the *Fate System Toolkit* (page 18). A condition is like a consequence, except predefined.

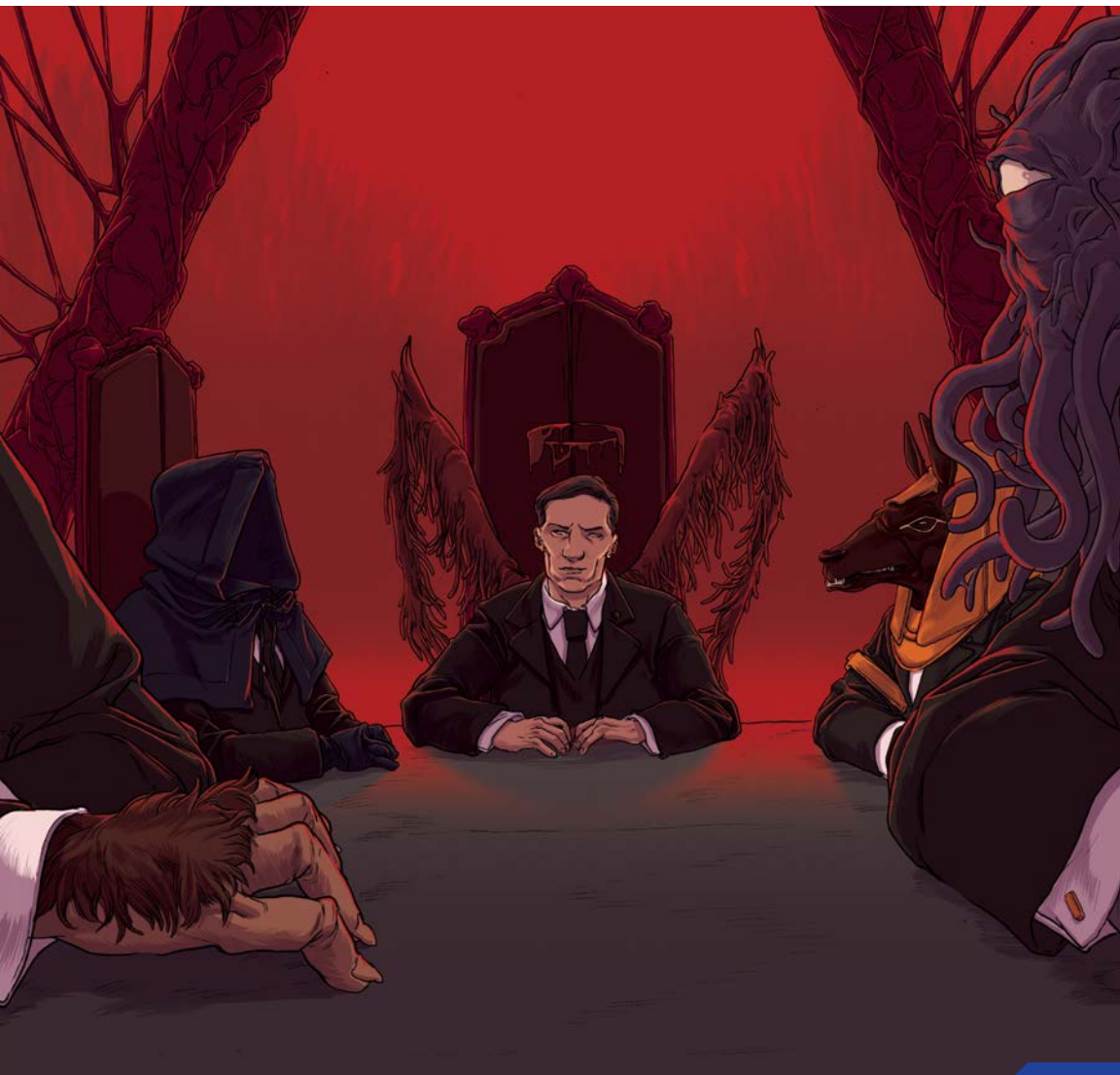
The conditions DISTRACTED and EMBARRASSED can absorb 1 stress; they're **fleeting**, so they clear when the organization has a chance to refocus or cool off its personnel.

BANKRUPT and UNDERSTAFFED can absorb 2 stress each; they're **sticky**, so they remain filled until the organization gets an influx of cash or new recruits, probably as a result of champions' adventures.

CORRUPTED and EXPOSED can each take 4 stress, but they're **lasting**: they always persist for at least a whole session, and they require the faction (or someone else acting in their benefit) to overcome an obstacle with a passive opposition of at least Great (+4) before you can start to recover from them. The faction might have to change its fundamental nature, purging its ranks of the corrupted, or rename itself and establish new cover to throw off public notice. Lasting conditions have two stress boxes, and you mark them both when you take the condition. When recovery begins, clear one box. Erase the second one, and recover from the condition fully, after one more full session. You can take a lasting condition only if both of its boxes are empty.

THE FACTIONS

An ancient military intelligence agency, turned to mercenary work to keep their traditions alive. A modern military intelligence agency, in service to a state in constant peril. A forgotten department of the Catholic Church, repurposed to battle monsters. A corporation whose higher-ups come from the depths of Hell. A brutal crime syndicate with political aspirations, forged in the heart of the world's worst prisons. An entertainment industry turning shadow conflicts into blockbuster action films. These are the most prominent players in the most secret, most important conflict in all of human history.



Their Champions

When you must lurk in the shadows, but you want to get something done, what do you do? Of course, you hire someone else to do it for you. But not just anyone. You need someone smart, brave, confident, strong, and well trained. You need the best in the world. You need a champion. And where do you go to get that champion? You go to the world of underground hand-to-hand combat tournaments.

It is a truth universally acknowledged that the competitors in underground martial arts tournaments are the best in the world in their respective fields—which include punching, kicking, head-butting, grabbing, throwing, blocking, parrying, and flinging fireballs. They also include every other professional field of any import. In these tournaments, you'll find ace defense lawyers, cutting-edge robots and artificial intelligences, plumbers, snowmen, demons, half-demons, humans with demonic ancestry they don't know about yet but will discover by the end of the tournament, gods, scientists, generals, dictators, bikers, rich white men dressed as animals, actual animals, Japanese school kids, yogis, people from England, stay-at-home parents, cavemen, sentient tanks piloted by policemen and household pets, and other crucial resources for any secret society with designs on world domination.

But choosing your champion isn't easy. They'll be the public face of your organization, the leader of your vanguard, the last line of defense, and all kinds of things in between. You can't just draft the winner of a tournament. First of all, everyone else wants to hire the tournament winner too. Second, tournaments tend to privilege angry young men from established fighting families, which may or may not be what your secret society really needs. If you want to be sure you've chosen the right fighter, you want to invest in a network of sneaky spies who can stalk the champion for a long time, gathering information until you're sure this is the one. Try to choose spies you're not that attached to, since eventually the champion will notice and beat them senseless before asking them why they're tailing her.

Then, once you're sure this is the perfect individual to perform horrific experiments on until they hate you, put in charge of your entire paramilitary operation, sacrifice all your cultists to, or make the new hiring manager, you'll have to woo them to your side with temptations or (if you're really sure of yourself) threats. If they say yes, then you'll have to commit vast resources to keeping them at the top of their game. They might need trainers, sparring partners, workout equipment, apocalyptic superweapons, a steady diet of human souls, a salary, and/or benefits—this is a field where you don't accept a job unless they offer you dental, because you're going to need dental, period. Now this hot-headed, eccentric individual is yours to control. Have fun!

Faction List

The Naraka Conglomerate

"Hell's not just a place. It's a state of mind."

Peak Skill: Magnate

You might not realize it, but running a hell isn't a cushy job. It's not all cackling wildly as you jab people with a pitchfork and lazily munching on treacherous cowards as you survey your horrific realm. There's loads of paperwork for everything you do. There are employees who need to be recruited, trained, and set to tasks. There's your supply chain too: where are you getting all your fire? How about brimstone? Who's keeping the road to your gates paved with good intentions? And how are you dealing with the competition?

Religions all over the world have their own underworlds, each catering to their own needs. Do you want the afterlife equivalent of a Spartan mud run, with knives blowing in the wind and mountains to cross? Mictlán's got you covered. Classic lake of fire? Head to Jahannam. Well-appointed, well-organized stopover on your way to reincarnation? There's probably a pātāla just for you.

Fortunately, death hasn't got any antitrust laws. That's where the Naraka Conglomerate comes in. This modern approach to perdition combines the physical plant and the hierarchies of many religions' different hells under one umbrella, buying out the versions of hell that are closest to their message. They also have access to some of the most effective and loyal staff: throwing someone a break from eternal torment is a great way to secure their long-term loyalty to your brand, and they have their pick of all the best professionals sin has to offer.





BOSS: PRINCE MAMMON

As an angel in Heaven, Prince Mammon was criticized for his short-sightedness: the only thing he could see of all the glories of Heaven was the golden street under his feet. But this is exactly the kind of focus that's made Mammon the perfect chief executive officer for the new Naraka. Answering to a board of directors featuring such dark luminaries as King Yama, Lucifer Morningstar, Lord and Lady Mictlán, and Hel, Mammon has focused the Naraka Conglomerate on accumulating physical and spiritual capital with alarming efficiency. But his detractors say he cares more about gathering riches than their traditional goal of providing bad customer service to the dead. It remains to be seen whether the Naraka Conglomerate will focus on business as a way to do evil, or business as a way to make money.

STAGE: THE ROAD TO PERDITION

Welcome to the fastest-moving and most dangerous speedway in all of history. Here, the champions duke it out atop trucks, buses, coaches pulled by nightmares, futuristic hovercraft, and other vehicles from all throughout history. Hell's Angels weave in and out of traffic on their motorcycles, and damned souls claw at your ankles from the windows of vehicles passing by as you leap back and forth. Whatever you do, don't get knocked to the road—because if you do, you'll become just another good intention.

Situation Aspects: PAVED WITH GOOD INTENTIONS; GRIDLOCK FROM HELL

CHAMPION: OX HEAD

This massive demon with the head of an ox guarded the Chinese underworld's gates on behalf of King Yama before the big merger with the Conglomerate. Now he's head of security for Naraka. He loves the parts of his job that allow him to beat down and terrorize people—and help the dead find their just rewards!—but he hates the bureaucracy and paperwork. A tournament would offer him just the break from workplace frustration he needs...

Ox Head's stat block is on page 51.

Cangaço

“Order? Progress? They’re not even half our history.”

Peak Skill: Criminal

Ever since Captain Pedro Álvares Cabral began Europe’s invasion of Brazil in 1500 CE, a complex tension between freedom and authority has dominated Brazilian history. In Brazil, outlawry isn’t just about lies, self-gratification, and vice—although it’s also about that. Breaking the law is often an act of revolution. In the early twentieth century, freedom’s most controversial and captivating exponent was the *cangaço*: a leather-clad outlaw gunslinger and knife-fighter who wandered the wilderness, living off crime and grassroots support and sticking it to the Man wherever they could. The *cangaço* phenomenon seemed to die off in 1938 along with Maria Bonita and Lampião, the most famous and successful *cangaço*s; but in truth, their deaths were only the beginning.

Since then, the *Cangaço* has gone underground, spreading across the world and linking together criminal and countercultural movements into a shadowy revolution. The *Cangaço* is strongest in the Americas, West Africa, and Japan, but has ties to organized crime outfits rooted in community support as far away as Iran and Italy. Their goal is worldwide revolution, the overthrow of colonial forces, and freedom for all. What exactly that looks like is more up in the air.

An individual *Cangaço* cell generally focuses its effort on a particular social or political issue. The brutality and injustice of the prison system is of perennial interest. Governmental and police corruption, racism, and homophobia are hated targets as well. To support their efforts, *cangaço*s rob the rich and privileged, then distribute their ill-gotten gains to the local populace to drum up support. However, the lack of central *Cangaço* authority means that selfish *cangaço*s who want to spend their money on themselves usually get away with it.





BOSS: QUEEN YUMIKO

Yumiko Pereira reigns as queen of one of Rio de Janeiro's most prominent samba schools and is one of the Cangaço's only public leaders. She was a fixture of the Brazilian Olympic jūdō team, using her position to call attention to social injustice and to get other cangaçeiros out of trouble.

STAGE: GAMBLING DEN

In a smoky basement underneath a São Paulo favela, chips, cards, and dice fly from the hands of gangsters and gamblers. Amidst the brawls, spilled liquor, and hot tempers, fighters crash into one another in cramped quarters, showing off their mastery at short-range combat as they try not to throw one another into a mob boss's poker game.

Situation Aspects: THE HOUSE ALWAYS WINS; WRETCHED HIVE OF SCUM AND VILLAINY

CHAMPION: MESTRE TRACUXINGA

Lázaro de Bêtania Tupinambá, better known as Mestre Tracuxinga, is a priest of candomblé, an Afro-Brazilian religion which conceals West and Central African elements underneath a veneer of Catholicism. He's been arrested and imprisoned for banditry, playing capoeira (a crime in Brazil before 1940), and a thousand other crimes, but he always manages to escape. His skills as a medic and herbalist have saved the lives of many a cangaçeiro, although he also made many enemies—he has not refused treatment to police and other government authorities, even if they were his hated foes. He's now well over a hundred years old, still teaching capoeira and still competing against the toughest combatants in the world. He's becoming increasingly convinced he might be immortal.

Mestre Tracuxinga's stat block is on page 52.

Iga Ninja Clan

"The greatest trick the shinobi ever pulled was convincing the world they didn't exist."

Peak Skill: Spy

Hundreds of fakers and frauds throughout the centuries have claimed the lineage of the Iga Ninja, the legendary clan of spies and special operations experts who served the Tokugawa Shōgunate until Tokugawa Yoshimune dismissed them in the eighteenth century. But like many other powerful secret societies throughout the ages, they didn't die—they merely faded into the shadows. In the centuries since, their members have adopted new disguises, from gardeners to salarymen, but each one is an expert in the ancient arts of ninjutsu. They may have swapped out their matchlocks for suppressed 9mm pistols and their daikyū for compound bows, but the Iga Ninja are as committed to the arts of stealth and espionage as they have ever been.

The Igamono now hire themselves out, singly or in small squads, to other secret societies. In spite of their reputation as ruthless and deadly assassins, they specialize in intelligence-gathering and prefer to avoid direct combat. They officially don't ask questions: they don't want to know why they're doing something, they just do it. Unofficially, though, every mission and every moment is an opportunity to gather information. Over years of trusted operation on behalf of every other secret society which could afford their elite spies, they have accumulated a treasure trove of valuable secrets. Eventually, one of two things will happen: either they'll boil over into full-on information brokering, or someone will uncover their secret and try to come down on them before they can do anything about it.





BOSS: HATTORI SAYAKA

This Japanese matriarch guards ninja traditions and oversees the many operations in which the Iga clan have interests. She rarely ventures into the field, since administration and social obligations take up so much of her time, and she delegates teaching duties to senior instructors. Nevertheless, she's a common sight at the wilderness training grounds which forge new ninja, offering input in a few words here and there—"Line your right foot up with your left," little things like that—which quietly indicate that she's one of the best in the world.

STAGE: SHIBUYA WARD

A shinobi's best friend is a large, noisy, colorful mob of people such as one finds in Shibuya, Tōkyō's bustling shopping district. Here, shoppers from all around the world crowd underneath glowing advertisements and glittering buildings. Crowds part like seas around fighters as they clash, illuminated by storefronts and streetlights.

Situation Aspects: BRIGHT LIGHTS; BIG CITY

CHAMPION: PIT VIPER

The problem with international tournaments is that there's no escaping the public eye—so Hattori Sayaka needed to choose a representative carefully, knowing that their cover would be permanently blown. The young ninja codenamed Pit Viper volunteered, becoming a living paradox: the public face of the Iga Ninja Clan. The public only knows them as a ninja from an ancient clan, no more than that, but they're a media darling, all over social networks and on television.

Pit Viper's stat block is on page 56.

Military Intelligence Directorate

"I'd tell you, but I'd have to kill you. Actually, I have to kill you anyway, but I still won't tell you."

Peak Skill: Soldier

The Military Intelligence Directorate, better known as Aman, safeguards Israel from terrorist threats and foreign aggression. Politics, emotion, and controversy surround the state and its intelligence services, which have done more successful investigation into the operation of the world's most dominant secret societies than any other government organ has. Yet they keep their discoveries secret, even from other segments of the Israeli government, not knowing how deeply other societies' infiltrations have penetrated.

Aman is waging a hard-fought public relations campaign to let the world know they're the good guys...if they really are the good guys. It's hard to tell, since Israel's legitimacy and aggressive policies toward threats are a matter of heated debate all over the world. Some important figures in the Israeli government think that Aman is on a wild goose chase for secret societies, that their valuable resources would be better used to fight clearer and more present threats to Israeli sovereignty. But Director Mizrahi recognizes the presence of the other secret societies in the operations of international terrorism. The trouble is convincing anyone else that these threats really exist.

BOSS: DIRECTOR MAIMON MIZRAHI

During his career in the Israeli Navy, Director Mizrahi served with distinction in many covert operations, eventually becoming commander of the notorious Shayetet 13 before he left active duty for military intelligence. He understands the difficult choices and distasteful things required to keep a nation safe, but he's about stealth, not public appearances. Several of his subordinate officers whisper that he has gazed too long into the abyss, that every order makes Aman less and less committed to Israeli interests and more and more like the secret societies they hunt.





STAGE: TEL AVIV BEACHFRONT

The rich and famous cavort and relax on the sands and in the shallows of the wine-dark Mediterranean. With towering luxury hotels, sexy beautiful people in swimsuits, and families with screaming kids (look, it can't all be pretty) in the background, try not to get sand in your eyes.

Situation Aspects: RISING TIDES; SHIFTING SANDS

CHAMPION: MAJOR TZOFIYA LEVI

We are contractually obligated to include one hard-bitten badass soldier in the game, and Major Levi is it. The daughter of an Israeli mother and a Palestinian father, Lev entered Shayetet 13 just as Director Mizrahi was finishing his tenure as commander. She's never disobeyed an order, but she's sympathetic to many Palestinian concerns, and finds it difficult to condone all the operations of the Israeli Defense Force. No groin is safe from her krav maga expertise.

Major Tzofiya Levi's stat block is on page 54.

USING THE MILITARY INTELLIGENCE DIRECTORATE

American Special Forces soldiers are fighting game roster mainstays. While Americans often laud their appearances, they represent something more threatening—foreign aggression—in the context of some games' Asian origins and international scope.

As a biracial person with Jewish ancestry, the author included Major Levi in ISC for very personal reasons. That said, this book comes out at a delicate time for Jews—especially Jews of color—in public and political life. Any mention of Israel in general and its military in particular may turn an otherwise benign conversation into a briar patch of anti-Muslim and anti-Semitic rhetoric. We therefore urge players to lean into “shadowy government organization investigating weird fisticuff conspiracies” and leave serious discussions of Middle East conflict for after the game.

Like many other world powers' militaries and three-letter organizations, the Military Intelligence Directorate is complicated and can bring forth both heroic and villainous individuals. But moral complexity, serious issues, or the fact that you want your villain to seem extra evil are no excuse for clichés about Jewish greed or bloodthirst, or for denying Palestinian personhood.

If you have doubts about whether your table can converse respectfully about this topic, omit the Military Intelligence Directorate from your game for now; but please reflect on how you talk about these topics, because they might come up again in a context where someone might get hurt.

The Spanish Inquisition

Peak Skill: Police

In the year 1820, the last Tribunal of the Holy Office of the Inquisition—after a reign of terror that lasted centuries, sending guilty and innocent alike to a torturous death—was abolished...or was it? In truth, the Spanish Inquisition underwent a transformation. Rebased in Mexico, the organization which had hunted down human heretics for so long realized that the era of intolerance was ending. In a historic meeting, the Spanish Inquisition decided to follow a new path. They would work in the shadows to protect the faithful, not hunting heretical humans, but going after the real threat: monsters, evil wizards and witches, and the living dead.

The Spanish Inquisition has expanded the *Malleus Maleficarum*, a fifteenth-century manual on witch-hunting, into a computerized database stored on a satellite, predictably nicknamed “the Metatron.” Inquisitors can access the *Malleus* via satellite uplinks, which project information relevant to their hunts onto their retinas or into their earpieces—or directly into their consciousness via controversial cybernetic implants called Arcs. Controversy currently rips through the Inquisition over the question of whether to work with witch hunters and monster hunters of other religions, such as the Daoists who work for the Wūdāng Clan.

BOSS: ABBESS ASCENCION CARTAGENA

Officially, Abbess Cartagena heads an order of religious sisters based out of Mexico City. But her true duty is commanding the Spanish Inquisition’s new forces. Her inquisitors train in martial arts and detective work, sniffing out any hints of the maleficent supernatural and taking them out. She even has several supernatural creatures in her employ, including nephilim and reformed vampires.





STAGE: THE SISTINE CHAPEL

In this private papal chapel, underneath Michelangelo Buonarroti's ceiling, every impact of fist against face echoes through the chamber—and seriously weirds out all the tourists and clergy going about their business in here. If you break something, it's probably a centuries-old artistic treasure, but hey, they have a lot of those around here.

Situation Aspects: HOLY GROUND; PRICELESS ARTWORK

CHAMPION: EL INQUISIDOR GRIS

The legendary Gray Inquisitor is getting on in years, but he's nonetheless the Inquisition's most steadfast exponent in the war against monsters. His gray mask, emblazoned with the holy cross, represents the secrecy which shrouds the Inquisition. His cape represents the Inquisition's mission to protect the faithful under its banner. His finishing move is the Act of Faith, a tombstone piledriver off the turnbuckle.

El Inquisidor Gris's stat block is on page 55.

Nollywood

Peak Skill: Performer

Nollywood is the common name for the Nigerian film industry. It isn't so much a secret society as just obscure and not that well known. Everyone knows about Hollywood, about the dance- and music-driven cinemas of Mumbaï and Chennai, about the crime and martial arts dramas of Japan and China and the passion of Korean television. Even the highbrow film festivals of Europe are famous. But no one remembers that Nigeria has a bustling film industry of its own, far more prolific than Hollywood, with stars and series beloved by all of Africa.

The influential movie producer Ekundayo is pushing Nigerian cinema into rich new territory, inspired by such ventures as Vice News. She seeks to document what's going on in the world of underground fisticuffs through a series of blockbuster movies based on real events. Jibo Sokoto, her big star, is a classmate of hers, though they opted to attend a Nigerian university instead of going with her to Oxford. She intends to film Jibo's matches in the world of secret-society fistfights, then base climactic action sequences on them. After all, when the fighters really can throw each other through concrete walls, you save a lot of money on special effects.

BOSS: PRINCESS EKUNDAYO

The daughter of a prominent *òbà*, or Yorùbá king, Ekundayo has returned to Lagos after studying at Oxford, to work as a movie producer. She's a hard-driving executive who will stop at nothing to see her films succeed, but she's getting increasingly frustrated that no one takes her emails seriously anymore. A talented boxer who competed in England, she's the favorite sparring partner of her hottest young rising star, Jibo Sokoto.





STAGE: ACTION FILM SET

Nollywood likes nothing better than to see combat go down on camera. Amidst the chaos of motion capture, special effects, and directors yelling at everyone, fighters duck and dodge, throwing expensive equipment at each other's head and slamming each other's face into catering tables.

Situation Aspects: THE CREW'S ALWAYS IN THE WAY; EMOTIONAL PRESSURE COOKER

CHAMPION: JIBO SOKOTO

Nigerian cinema's golden child, Jibirilu Sokoto was a breakout star in action films such as *Water No Get Enemy*. They got their international big break in the spy thriller *Never Say Tomorrow*, in which they played the villain's deadliest henchman. They are a renowned master of the Nigerian boxing style called dambe.

Jibo Sokoto's stat block is on page 53.

The Wūdāng Clan

Peak Skill: Priest

The Daoist temple complex atop Wūdāng Mountain dates back to the Táng Dynasty yet remains just as prominent in the worlds of religion and combat as it always has. Daoism combines the philosophy of Lǎozǐ, Zhuāngzǐ, and Lièzǐ with China's diverse traditional religious practices, and it extends into political theory, martial arts, medicine, and even sorcery. Popular martial arts derived from the Wūdāng style include supreme ultimate boxing, form-mind boxing, and eight-trigram palm.

Of all the top secret societies, only the Naraka Conglomerate is older than Wūdāng—and the Conglomerate's current corporate form is far younger. Thus, Wūdāng enjoys philosophical and social infrastructure exceeding all its rivals. They were never particularly concerned with making money, but fifteen centuries of casual investment has made their financial services department truly formidable. They have cultivated connections among the fae of the Chinese wilderness, throughout East Asia's martial arts world, and even in the Chinese government—which now protects the temple complex as a tourist destination, turning a blind eye to what goes on in the caverns beneath.

Wūdāng priests delight in meddling in politics, perfecting their meditative and martial practices, and seeking immortality through internal alchemy. Now they're even cultivating connections in the entertainment world, finding allies in the film and music industries.

BOSS: THE WHITE EYEBROW

The Shàolín Monastery expelled this legendary villain for his experiments in Daoist black magic, but not before he discovered an alchemical formula for immortality. He betrayed Shàolín to its enemies, resulting in one of the many burnings of the Shàolín Temple. Since then, he's been tied to the White Lotus rebels and the Wūdāng Clan, of which he has recently seized control. He is the founder and undisputed master of his eponymous style, White Eyebrow Boxing, which resembles Shàolín's Tiger Style.





STAGE: TEMPLE ROOFTOPS

Under the glow of the moon and stars, atop the Wūdāng Temples' ancient rooftops, fighters must maintain perfect balance to avoid sliding down the sloped roofs to an ignominious (if not fatal) fall. Just below are the bridges, gardens, and plazas of the temple complex, where Wūdāng swordsmen and acolytes train and duel.

Situation Aspects: DARKNESS AND MOONLIGHT; UNSTABLE FOOTING

CHAMPION: DJ WINDFIRE

The Wūdāng Clan's branch in Staten Island, New York, trained this sometime underground DJ, sometime participant in tournaments and shadow combats. Expert in Chén style tàijí, she sees no division between the flow of rhythm and power present in music and in boxing.

DJ Windfire's stat block is on page 57.



PRESS START: PLAYING AND RUNNING THE GAME

Let's be honest: fighting-game storylines are a mess. Even more so than many video games' storylines, they exist simply to give context to a character fighting a series of other characters. But this quality is part of the fun of *Iron Street Combat*. If roleplaying or adventure games are like novels, fighting games are more like poems. They're weird, thoroughly structured, and full of internal inconsistencies, but hyperfocused on a very specific feeling. Let's look at some of the aesthetic principles of fighting games.

Politics → Fisticuffs, Fisticuffs → Politics

"War is the continuation of politics by other means."

—Major-General Carl Philipp Gottfried von Clausewitz

This trope is the central conceit of not only *Iron Street Combat* but every fighting game in the world. Every conflict that matters is ultimately solved with hand-to-hand combat. When you think about problems and threats that a secret society might throw at its enemies, give them human faces and shapes. When a hurricane threatens a town, create a weather-witch with animated hair who slashes up her enemies. When rampant foreclosure drives people out of a neighborhood, figure out what scheming banker is hiring street toughs to threaten innocent people.

This principle also goes the other way. Violence doesn't solve any problems—at least, not until the game's finale. It just spawns new problems and changes the way conflicts look. Losing a fight is a great opportunity to change your relationship with the victor. Do you start a rivalry with them, or obsessively pursue them in the hope that they'll take you on as a student? Does it send you looking for whoever trained them, or for the one champion they've ever lost to? Professional wrestling is a great example of how to build storylines out of combat. You'd think that after decades of making up wrestling storylines, they'd run out of stories to tell about someone winning or losing a fight—and yet they're still going.

Spectacle Over Consistency,

Consistency Over Realism

This game's aesthetic isn't so much "fighting game" as "fighting game cinematic," lavish and dynamic. To this end, here's a few details to think about that will keep your visuals rich and diverse.

- **Give everyone a badass outfit.** Every fighting-game character has at least two cool costumes. Fighters who can kick ass while wearing something wildly impractical gain extra acclaim in public matches.
- **No martial art is too impractical.** Arguing over which fighting style is most effective is inconclusive and unsatisfying even in the real world—leave it for your characters to do. Taekwondo? Professional wrestling? Bullfighting? It's all good.
- **Occasionally, zoom in on random and specific details.** When you read a character's profile in an old fighting-game manual, you'll find all kinds of odd fields like "blood type," "favorite food," "likes/hates," and "favorite video game." These little details reinforce the "same shape/different color" aesthetic and can be great inspiration for aspects and stunts.

Players and GMs

During the course of play, you'll find yourself swapping fluidly between playing your champion and playing your faction. You might find it easier to have them mostly show up in different scenes from one another, to cut down on your mental workload and avoid feeling like you're talking to yourself.

Fate generally assumes one GM at the table with numerous players, but *Iron Street Combat* lends itself to another option, where the role of GM rotates among the players at the table. It should wind up feeling like you're sitting in front of a television with a console and a couple of controllers, handing them from person to person in the room as matches end and begin.

If you use this option, you'll need more "cards on the table" than you might in a normal game—no keeping plot secrets from your players for big reveals—but you get to collaborate more aggressively on plot, which is fun. When you come up with storylines, you'll need to compare the factions' agendas and find points of intersection: where does my faction's wants conflict with your faction's wants? Where might they find common ground, and against whom?

Each person at the table, in this structure, will go between multiple roles: champion player, faction player, and GM.

Scene Structure

Every scene begins with designating a new GM. As the GM, you'll frame the scene, saying which champions and factions are there and what the conflict is about. You'll then guide play towards conflict, acting as part referee, part ring announcer. You will also run NPCs as usual. Your faction and champion should play only minor roles in this scene; if something happens that demands much of their attention or input, you might hand them off to another player at the table, or swap roles with someone else temporarily or until the scene ends.

Your job here is twofold: create and highlight conflicts that push the characters together, and make sure that every player gets spotlight time. As usual, you get a pool of fate points based on the number of players at the table, but you can and should compel both champions and factions aggressively to get them fighting or interacting.

When a scene comes to a close, you'll pass the GM role off to someone else, traditionally the player seated to your left.

As a Champion

As is traditional, you'll describe the words and actions of your champion in this world. You know what to do.

As a Faction

You'll describe the words and actions of a secret society. This role is somewhere between a traditional player's and a traditional GM's. During a scene, you might talk about scientific breakthroughs by the dozens of technicians collaborating in the company's labs, or follow a spy as he sneaks into a rival's training gym. Buildings, armies, and vehicles become "your character" at this point.

When you play as a faction, it's your job to **pursue your agenda, set plans in motion, and entangle champions in your web**. Factions don't sit back and wait for success to come to them; they hunt it like a wolf pack. You'd think a secret society would be subtle and reticent, but secret societies in fighting games are exactly the opposite. They're bold, daring, and hubristic.

If you're ever unsure of what to do, you can go hunting for new actions for your fighting style. As detailed in "*Milestones and Advancement*" (page 33), losing a match against someone gives you the opportunity to learn a move that they used against you in combat. Champions aren't the only ones who can have training montages...

Scheme Aspects

With roles switching so often, it might be difficult to remember all of the plot threads you have going. To help track them, you might use **scheme aspects**. Scheme aspects are like situation aspects, but you attach them to a plotline, mystery, or long-term plan. They stick around until the scheme comes to pass or fails irreparably.

When a scheme is set in motion, write its name at the head of a piece of paper and the final step in bringing that scheme to fruition at the bottom. Then draw a line down the middle to make two columns, and label them “For” and “Against.”

Now, whenever the table makes an aspect that will help that scheme’s perpetrators bring it about, write the aspect in the For column. Likewise, whenever an aspect is made that works against the scheme, write them in the Against column. Those propagating the scheme or working against it can use the aspects on the For and Against side, respectively. This process creates a kind of bait for those who aren’t yet entangled in the scheme: there are sweet, sweet free invocations waiting for them, which they might even use for their own ends, if they just get involved!

As the game progresses, you’ll wind up with a long, messy, far-fetched list of scribbled notes about an international conspiracy of some kind, an out-of-game reflection of an in-fiction conspiracy theorist’s records. Maybe you can pin it to a corkboard with thumb tacks. And connect it to related scheme pages with red string.



Story Structure

The classic way to structure a game of *Iron Street Combat* is around a tournament. Unless you're running a one-shot, the tournament should have at least as many brackets as there are players, such that each player starts out fighting a non-player champion. The later battles will bring players in conflict with one another, but those should be climaxes with lots of build-up.

The bracket structure means you'll need as many NPC champions as there are players. Our pregenerated characters (page 51) should work well for this, but for a larger group—or a game where the players themselves are using the pregens—you might want to come up with some extra champions. You can make an NPC quickly by picking one of the ten skills, rating it as however much of a problem you want it to be for players, and attaching the character to a faction, gaining that faction's stunts. Add a high concept and trouble and they're ready to rumble.

I recommend starting out with fair fights and then getting unfair as the tournament goes on. In the lead-up to a match, factions should push to get unfair advantages for their champions—adding helpful aspects with free invokes to the match stage before or during a fight, for example—then force their champions to risk their necks to advance the faction's agenda. Whenever a match goes down, the GM (or whoever is tied up with the factions involved with that match) should think about possible outcomes: how will the money, fame, and prestige associated with success—or the infamy associated with failure—affect the international struggle for power? Booking matches between sides with already-developed relationships, positive or negative, will further develop those storylines. Booking matches between previously unrelated sides will probably generate new conflicts. Think about whether you already have enough on the table or whether you need something new.

Milestones and Advancement

For the most part, advancement for both champions and factions functions as laid out in *Fate Core*.

At a minor milestone, there's one new option: if your character **lost a match**, you may add a move the victor used on you during that match to your character's move list. You may have only one such "hard lesson move" at a time, but you can swap it out at a later milestone in the same way.

Significant milestones occur at the end of a major tournament or the conclusion of a scheme. The tournament's winner, however, gets a major milestone. A character should consider retirement after two tournament wins—they've earned it.

Running Combat

Iron Street Combat represents two kinds of combat. There are regular conflicts, which encompass action and social scenes of various stripes. These follow the normal rules in *Fate Core*, with a few changes to suit this world's peculiarities.

- **Err toward larger zones.** Match conflicts can take place over large areas such as a stretch of rooftops above a temple complex, the length of a busy highway, or a starship's exterior, but the intensity of hand-to-hand combat often focuses them in on a relatively short distance. Take the opportunity to expand and explore the space available. In a crowded Chinatown marketplace, one zone might be a city street, another the rooftops, and another the market stalls. Remember that champions move fast, throw hard enough to break through walls, and leap like fleas.
- **The GM names the skills used to determine initiative order,** judging what is best suited to the circumstances. If you're in a neighborhood controlled by the mafia where all the cops are corrupt, Criminal might determine initiative, with Police breaking ties. If you're at a high-school pep rally, Student rules and Performer breaks ties.
- **You can conceivably attack or defend with any skill.** As in *Fate Core*, if you have a skill rated higher than Mediocre (+0), you're assumed to have all the basic equipment necessary to use it. Since zones are pretty large fiction-wise, ranged attacks can hit any adjacent zone; viable ranged attack skills include Criminal (tommy guns), Monster (fire breath), Police (sonic riot cannon), Priest (praying to a deity to smite your foe), Scientist (experimental death ray), Soldier (any number of military-grade weapons), Spy (suppressed 9mm), and Student (javelins you stole from the track team).




MATCHES

Nothing stops you from using *Fate Core* conflicts to resolve combat, but if you're interested in playing something that feels a little more like a video game, you can use **matches**.

In a match, two champions—or two tag teams of two champions each—duel for supremacy until one is knocked out. To win a match, you must outfight your opponent in two of the three (or occasionally more) rounds, dealing more damage on them than they deal to you.

Running the Match

When the match begins, the champions start in the same zone, and each one chooses to use either their own fighting style or the style of a faction they have ties to, whether positive or negative. You don't have to reveal this choice unless your opponent also has access to this fighting style. If a champion has an aspect related to a faction—again, positive or negative!—they can benefit from that faction's style by invoking the aspect when they enter a match. The faction may also spend a fate point themselves to show their investment in that champion.

Broadly, at the beginning of each round in the match, each champion will roll four dice. Then, during each **beat** of the round, the champions can spend fate points to change the faces of the dice they rolled, then spend the final dice faces to perform **moves**. Basically, the , , and  you roll become the buttons you mash to activate your character's special attacks.

All champions have can use the seven standard moves, starting on page 38. Specialists in a fighting style have access to its three special moves. Don't worry: with cunning and luck, a champion without a fighting style can overcome an enemy with one. This game's about button-mashing, not elite e-sports.

No Such Thing as a Fair Fight

A match is a sportsmanlike duel between two pugilists of comparable skill—except when it isn't, which is most of the time in the treacherous circumstances of *Iron Street Combat*. Champions and factions not participating in the match may still interfere with the combat, tipping the scales in one or the other combatant's favor.

Before each round of combat, an exchange occurs during which anyone else present in the environs of the match can take an action. These meddlers can attack each other (but not the participants in the match—some things are sacred even here), defend themselves, overcome obstacles, or—most importantly—create advantages for themselves or the participants in the match to use. This conflict on the sidelines might be anything from a physical brawl in the stands to furious back-and-forth sniping over social media.

Match Breakdown

Here's an exact breakdown of a round from beginning to end.

- **Phase 1: Interference.** Characters and factions not competing in the match get one exchange of actions. These interlopers may not attack or defend competitors in the match, but may create advantages for them.
- **Phase 2: Power up.** Each competitor rolls four dice, keeping the results hidden.
- **Phase 3: The first beat of combat.**
 - **Step a. Invocations.** Each competitor may invoke aspects. Each invocation allows the competitor to either reroll any number of their dice *or* set one die to a new face. They do not have to reveal their dice.
 - **Step b. Input commands.** Each competitor selects a move from their menu of moves. The competitors reveal their moves **simultaneously** and expend the dice required to activate them.
 - **Step c. Resolve what happens.** Unless the move says otherwise, first resolve things that use out-of-match rules—moving zones, attacking random passersby, etc.—and then resolve in-match damage to the competitors. If the competitors are in different zones, their moves deal -1 damage to each other!

You input Step, and I input Fireball. You move out of our zone first, then we figure out how much damage you take.

- **Step d. Bonus.** If a competitor played an offense move against a maneuver, a maneuver against a defense, or a defense against an offense, they may pick up one die they spent on their move and roll it back into their dice pool for use in future beats. Other dice are lost until the round begins again.
- **Phase 4. The second beat of combat, third, etc.** As the step above. Play out beats until both competitors have spent all their dice.
- **Phase 5. Scoring.** Whoever took less damage wins the round. Ties can happen.

Once the round ends, take it from the top. After three rounds, the match ends, and whoever won more rounds is the winner. If you have multiple matches going simultaneously, cut between them at round breaks to keep tension high.

In the case of three ties, play sudden death rounds until one competitor wins or concedes. Once all three rounds are finished, each competitor immediately takes a hit with shifts equal to the number of rounds their enemy won or tied. It's not uncommon for a champion to fight until the very end of a match, only to collapse as soon as the victor is declared, especially in matches that go to sudden death (pun intended).



Variants

Tag team matches are particularly popular in *Iron Street Combat*. In this variant, each competitor is actually a team of two champions, though only one of them fights at a time. During phase 1, the champions may swap in for the other if they choose. During phase 2, all champions on both sides roll four dice and hold on to their results. During the invocation step of a beat, the champion not currently in the ring may, with their teammate's permission, invoke a situation or scheme aspect to swap in for their teammate and act during that beat. To see who won the round, add up the damage that both champions took and compare it to the other team's.




Survival mode is another fun variant. In this mode, two teams of three or more champions face off against one another. Each team fields one champion at first, who fights until they lose or tie a round, at which time they are eliminated and the next champion takes their place for the next round. This grueling match proceeds until there's only one team left standing!

Common Moves

All combatants can use these seven moves.




PASS

Exhausted, you struggle to roll with the punches as you plan your next move.

TYPE			
None	0	0	0
EFFECT: Reroll one die.			


STRIKE

You beat on your foe.

TYPE			
Offense	1	0	0
EFFECT: Deal 2 damage.			




SMASH

You focus breath, muscle, and balance into a perfect attack.

TYPE			
Offense	2	0	0
EFFECT: Deal 3 damage.			




BLOCK

You ward off your foe's attack.

TYPE			
Defense	0	1	0
EFFECT: Take -2 damage this beat.			




COUNTER

You turn your enemy's strength against them.

TYPE			
Defense	0	2	0
EFFECT: Reflect any damage your opponent deals this beat back at them.			




JUMP

You reposition for tactical effect.

TYPE			
Maneuver	0	0	1
EFFECT: Move to an adjacent zone.			

FOCUS

You extend your awareness to find details to exploit in your surroundings.

TYPE			
Maneuver	0	0	2
EFFECT: Place a situation aspect with a free invoke on your zone.			

Fighting Styles

Style: Hellfire

Devils imbued with the flames of the pit learn to tailor them into a deadly martial art.

FIREBALL

You hurl a diabolical projectile at your enemy.

TYPE	+	-	■
Offense	1	0	0

EFFECT: If your enemy is one zone away, deal 3 damage. If your enemy is in your zone, deal 1 damage.

SELF-IMMOLATION

You engulf your body in searing flames.

TYPE	+	-	■
Defense	1	1	0

EFFECT: Deal 1 damage to yourself. If your enemy used an offense move, they take 1 damage each beat until the end of the round.

SOLD SOUL

You promise yourself to diabolical powers in order to strike down your enemy.

TYPE	+	-	■
Maneuver	0	0	1

EFFECT: The Naraka Conglomerate attacks you with Monster. If you take stress or a consequence from this attack, you take 1 damage and deal 3 damage.



Style: Dambe

Hausa butchers invented this boxing style.

SPEAR FIST

You punch your opponent with a fist wrapped in cloth and cord.

TYPE

+

-

■

Offense

1

1

0

EFFECT:

Deal 2 damage. Take -1 damage this beat.

SHIELD HAND

You guard with your unwrapped, open hand until you're in place for a devastating riposte.

TYPE

+

-

■

Defense

0

1

0

EFFECT:

If your opponent deals you damage this beat, take 1 damage and reflect the rest at your opponent.

TAUNT

You and the spectators make tempers run hot with performative trash talk.

TYPE

+

-

■

Maneuver

1

0

1

EFFECT:

Until the end of the round, you and your opponent deal +1 damage whenever you deal damage.

Style: Capoeira Angola

This Afro-Brazilian martial dance relies on kicks, sweeps, and trickery.

SWEEP

You sweep your leg to take your foe's feet out from under them.

TYPE

+

-

■

Offense

2

0

0

EFFECT:

Deal 1 damage. The next time your opponent would deal damage to you, they deal no damage.

DODGE

You dive to the ground, your low acrobatic motions making you impossible to target.

TYPE

+

-

■

Defense

0

1

1

EFFECT:

Take no damage this beat.

MANDINGA

In a low, rhythmic stance that connects you to the earth, you call the universe's breath into your body.

TYPE

+

-

■

Maneuver

0

0

1

EFFECT:

Take 1 damage. The next time you deal damage, double your damage after applying other modifiers.

Style: Supreme Ultimate Boxing

This brutal northern Chinese style relies primarily on grappling maneuvers.

CANNON FIST

You strike into your foe's momentum, stopping them dead in their tracks.

TYPE	+	-	■
Offense	1	0	0

EFFECT: If your foe used an offense move this beat, deal 3 damage. Otherwise, deal 1 damage.

NO, YOU MOVE

You bait your foe into an attack, then use their momentum to throw them hard.

TYPE	+	-	■
Defense	0	1	1

EFFECT: Take -1 damage this beat. Deal 1 damage. Move your enemy into a zone adjacent to theirs.

PUSH HANDS

Your sensitivity to energy and balance lets you feel your enemy's movements before they happen.

TYPE	+	-	■
Maneuver	1	0	1

EFFECT: Until the end of the round, you may look at your enemy's dice.

Style: Krav Maga

A Czech street fighter developed this deadly style for the Israeli military.

EXCESSIVE FORCE

Your foe must choose between losing the match and lasting injury.

TYPE	+	-	■
Offense	1	0	1

EFFECT: Attack your opponent using the standard Fate attack action. They may only defend against it if they forgo their next move in the match. Otherwise, their defense is Mediocre (+0).

DANGER ZONE

Your aggression and quick reactions when cornered make closing with you risky.

TYPE	+	-	■
Defense	0	1	0

EFFECT: Take -1 damage this beat, and deal 1 damage.

HUMAN SHIELD

They can't hit you if you're not first in line.

TYPE	+	-	■
Maneuver	0	1	1

EFFECT: Your opponent must attack someone outside the ring but in the same zone using the standard Fate attack action. If it succeeds, you take no damage.

Style: Lucha Libre

This acrobatic Mexican wrestling style is dynamic and crowd-pleasing.

FINISHING MOVE

Hit your finisher right, and it's all over.

TYPE			
Offense	1	0	1

EFFECT: Deal 4 damage. You cannot deal more damage until the end of this round.

ACROBATICS

Your nimble leaps and tumbles keep you out of harm's way.

TYPE			
Defense	0	1	0

EFFECT: Take half damage this beat. Move to an adjacent zone.

WORK THE CROWD

The voice of the people is the strength in your arm.

TYPE			
Maneuver	0	0	1

EFFECT: Gain a fate point. At the end of the match, you lose a fate point. If you have none to lose, add 1 to the damage you take.

Style: Ninpō Taijutsu

The fighting style of the ninja focuses on evasion and confusion over lethality.

BREAK STRUCTURE

Your attacks are less about damage, more about weakening your foe's position.

TYPE			
Offense	1	0	0

EFFECT: Deal 1 damage. Halve your opponent's next damage, rounding up.

FIGURE-ONE STANCE

You assume a defensive stance that places you in an ideal position to counter-strike.

TYPE			
Defense	0	1	0

EFFECT: Take -1 damage this beat. Deal +1 damage next time you do damage.

METSUBUSHI

You attack your foe's vision, perhaps with a pocketful of sand or a misdirecting movement.

TYPE			
Maneuver	0	0	1

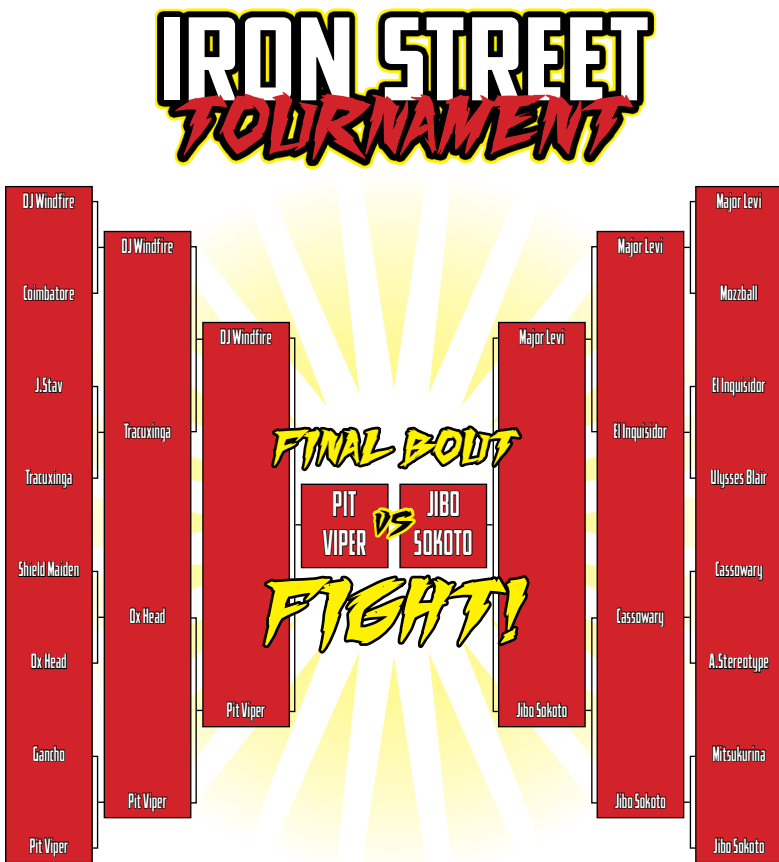
EFFECT: Your opponent's next move cannot be an offense move.

Tournament Structure

Let's talk about competitions in fighting games.

Traditional Tournaments

Traditionally, each iteration of a fighting-game series represents one instance of a periodic martial arts tournament, whether that's an ordinary commercial fight promotion or an interdimensional throwdown to decide the fate of multiple worlds. A player in the single-player campaign advances from **bracket to bracket of a tree of matches**. If you haven't seen one of these before: Suppose you have sixteen fighters. Write the names of eight of them down the left side of a piece of paper, the other eight on the right. The first round of the tournament sees A fight B, C fight D, E fight F, etc. The losers of these matches are eliminated from the tournament—or, in certain cases, from the realm of the living—while the winners go on to face one another in the next round of matches, until there is only one. If you have an odd number of fighters in any round, someone is randomly determined to get a **bye**: they can skip past one round for free.





You can try to do this in a multiplayer *Iron Street Combat* campaign, but it has some shortcomings:

- **Only two champions are active at any given time.** You can mitigate this problem by...
 - drafting players to run non-player champions
 - getting factions and champions peripheral to the match involved as cornermen and meddlers
 - encouraging cheating (in-character, not out-of-character)
 - running tag team matches
 - cutting from matches to flashbacks or ringside scenes between rounds of combat
- **PCs can easily get eliminated in the early rounds of competition.** In an ideal world, all PCs would make it to the final rounds, but one or more of them will probably get eliminated fair and square. You can mitigate this problem by...
 - **Adopting a “funnel” approach to champions.** A funnel is a term from dungeon-crawl roleplaying games, where each player comes to the table with a few characters, expecting to end up playing whichever one happens to survive the longest in the dungeon.
 - **Matching PCs up with weaker or less tactically minded opponents in the early rounds.** This approach is still unreliable—this is a dice game, and you can always get unlucky—but if your players are excited for the prospect of a fair fight—and equally excited about the prospect of focusing on their faction or another non-competitor if they get a whole bunch of bad rolls against a scrub—this trope is a staple of fighting fiction.
 - **Declaring that PCs automatically beat NPCs** in early tournament rounds. If you have the time and inclination, reduce the match to one roll or roll-off to see if the second-string champion they inevitably beat down can inflict some injury before the PC crushes them. Have fun describing your awesome victory!



Group System

A group system, such as that used in early World Cup rounds, gives a little more randomness and opportunity for champions to fight more matches before finding out whether they advance or not. In this system, champions are divided into groups of four—or more, or fewer, depending on how many you have on the board—and fight one another. Winning a match awards three points, tying a match awards one, and losing awards zero. Once everyone has fought everyone else, points are tallied and the top two from each group advance to the next stage of the tournament (which might be a regular bracket, as detailed above), while the rest are eliminated.

If you want to get a little weird and tempt champions and factions with ill-advised power, you might even allow exchanges of group qualification points and fate points! Perhaps through some forbidden ritual, deal with a higher power such as the tournament commission, or similar plot device, you can cash in a qualification point for three fate points which you won't lose at the end of a session, representing a mysterious reserve of power (or, y'know, performance-enhancing drugs).

Starting off with a group stage can be a good way to get more matches going in different directions than with the ordinary tournament, but it still has some shortcomings.

- **More bookkeeping.** You have to plan out who's fighting whom and track results for each match, which might feel like homework or involve a spreadsheet. You can mitigate this problem by making a big, colorful poster to track the results on the wall of your game room, and then overanalyzing the results of each match like you're on a sports commentary show.
- **It takes longer.** No way around this problem.
- **If someone commands a big enough early lead, later matches in the group stage can be kind of pointless.** If they're NPCs, sometimes you can just skip past them, but PCs stuck in these kinds of matches may feel frustrated. You can apply some of the mitigation options from the early elimination point above.

But remember that this is Fate, and the players may not care one way or another about fair fights. Taking inspiration from professional wrestling—very often a wise choice in *Iron Street Combat*—you could institute a **title belt system**. In this system, there's a championship belt that sometimes goes on the line in formal tournaments like those described above, but more often remains in the hands of a single champion who has to defend it in “title fights.”

What constitutes a title fight is up to the fight promoters and creatives who occupy a role analogous to the GM's. This system is far more chaotic, but allows the group to create storylines and situations that point the competition toward the characters. There's nothing stopping you from saying that a non-player champion took the belt from a champion you're no longer interested in from a plot perspective, and then redirecting your players' efforts toward that new antagonist. You can also make champions fight over the right to compete in a title match, or have strange events (unexpected long-term injuries, mysterious disappearances, etc.) place a long-held championship suddenly up for grabs. The main drawback of this system is that it's far more chaotic, but that's also its main draw.

Regardless of the competition type, though, the players and GMs will have to decide on some common things. How are you going to make the tournament, its conduct, and its outcome the most important thing in the world to those involved? What kinds of non-combat sequences will the competition engender? The answers to these questions are important not only because they structure the narrative, but also because they feed compels. One of the most challenging things about learning to GM Fate is consistently and evocatively compelling the characters (and factions) into engaging with the story. The higher and more personal the stakes are, the more diversity you'll see in the kinds of people and things involved in the tournament, and the more fluid those compels (and thus the whole fate point economy) will be.

APPENDIX A: FACTION STAT BLOCKS

The Naraka Conglomerate

ASPECTS

High Concept:

DIABOLICAL MEGACORPORATION

Trouble:

BLOATED BUREAUCRACY

Agenda:

HOSTILE TAKEOVER OF AN
UNSUSPECTING NATION

Alliance:

WE CAN CORRUPT THOSE
DESPERATE BANDITS (CANGAÇO)

Rivalry:

THE POWER OF CHRIST
INCONVENIENCES US
(INQUISITION)

SKILLS

Good (+3): Magnate

Fair (+2): Monster, Priest

Average (+1): Criminal, Scientist,
Spy

STUNTS

Hellfire (fighting style);
Indomitable (FC127); Savvy
Investor (FC123)

CONDITIONS

- 1** DISTRACTED (fleeting)
- 1** EMBARRASSED (fleeting)
- 2** BANKRUPT (sticky)
- 2** UNDERSTAFFED (sticky)
- 4 4** CORRUPTED (lasting)
- 4 4** EXPOSED (lasting)

Cangaço

ASPECTS

High Concept:

BRAZILIAN OUTLAW
REVOLUTIONARIES

Trouble:

ONCE A CROOK, ALWAYS A
CROOK

Agenda:

DECRIMINALIZE THE POOR,
ABOLISH PRISON

Alliance:

WŪDĀNG ARE OUR ROLE
MODELS

Rivalry:

THE 1% ARE SATAN'S TOOLS
(NARAKA)

SKILLS

Good (+3): Criminal

Fair (+2): Spy, Student

Average (+1): Magnate, Performer,
Priest

STUNTS

Capoeira Angola (fighting style);
Always a Way Out (FC99); Okay,
Fine! (FC120)

CONDITIONS

- 1** DISTRACTED (fleeting)
- 1** EMBARRASSED (fleeting)
- 2** BANKRUPT (sticky)
- 2** UNDERSTAFFED (sticky)
- 4 4** CORRUPTED (lasting)
- 4 4** EXPOSED (lasting)

Iga Ninja Clan

ASPECTS

High Concept:

SECRET AGENTS FOR HIRE

Trouble:

TRADITIONS MIRED IN THE PAST

Agenda:

ACCUMULATE ALL THE SECRETS

Alliance:

MAKING IT UP TO THE
KIRISHITANS (INQUISITION)

Rivalry:

NOLLYWOOD KEEPS MAKING
STUPID MOVIES ABOUT US

SKILLS

Good (+3): Spy

Fair (+2): Soldier, Student

Average (+1): Criminal, Monster,
Performer

STUNTS

Ninpō Taijutsu (fighting style);
Ninja Vanish (FC126); One
Person, Many Faces (FC104)

CONDITIONS

- 1** DISTRACTED (fleeting)
- 1** EMBARRASSED (fleeting)
- 2** BANKRUPT (sticky)
- 2** UNDERSTAFFED (sticky)
- 4****4** CORRUPTED (lasting)
- 4****4** EXPOSED (lasting)

The Spanish Inquisition

ASPECTS

High Concept:

MALLEUS MALEFICARUM

Trouble:

EVERYONE EXPECTS US BY NOW

Agenda:

DESTROY ALL MONSTERS

Alliance:

AMAN PROTECTS THE HOLY
LAND

Rivalry:

WŪDĀNG'S HERESY DIVIDES
OUR RANKS

SKILLS

Good (+3): Police

Fair (+2): Priest, Spy

Average (+1): Magnate, Performer,
Student

STUNTS

Lucha Libre (fighting style);
Hardcore Parkour (FC98); The
Power of Deduction (FC113)

CONDITIONS

- 1** DISTRACTED (fleeting)
- 1** EMBARRASSED (fleeting)
- 2** BANKRUPT (sticky)
- 2** UNDERSTAFFED (sticky)
- 4****4** CORRUPTED (lasting)
- 4****4** EXPOSED (lasting)

Military Intelligence Directorate

ASPECTS

High Concept:

ISRAELI INTELLIGENCE
ORGANIZATION

Trouble:

EVERYTHING WE DO IS
CONTROVERSIAL

Agenda:

EXPOSE THE VILLAINOUS
FACTIONS

Alliance:

INFORMANTS IN THE
ENTERTAINMENT INDUSTRY
(NOLLYWOOD)

Rivalry:

WE MUST KEEP CRIMINAL
ORGANIZATIONS IN CHECK
(CANGAÇO)

SKILLS

Good (+3): Soldier

Fair (+2): Police, Spy

Average (+1): Magnate, Scientist,
Student

STUNTS

Krav Maga (fighting style); Security
Specialist (FC99); Surgical Strikes
(FC103)

CONDITIONS

- 1** DISTRACTED (fleeting)
- 1** EMBARRASSED (fleeting)
- 2** BANKRUPT (sticky)
- 2** UNDERSTAFFED (sticky)
- 4 4** CORRUPTED (lasting)
- 4 4** EXPOSED (lasting)

Nollywood

ASPECTS

High Concept:

NIGERIAN FILM INDUSTRY

Trouble:

PLAYING CATCH-UP TO INDIA
AND AMERICA

Agenda:

MAKE THE MOST BADASS
ACTION FILM EVER

Alliance:

CRIME PAYS US (CANGAÇO)

Rivalry:

AMAN DOESN'T TRUST US

SKILLS

Good (+3): Performer

Fair (+2): Magnate, Scientist

Average (+1): Police, Priest, Student

STUNTS

Dambe (fighting style); Provoke
Violence (FC120); Trust Fund
Baby (FC123)

CONDITIONS

- 1** DISTRACTED (fleeting)
- 1** EMBARRASSED (fleeting)
- 2** BANKRUPT (sticky)
- 2** UNDERSTAFFED (sticky)
- 4 4** CORRUPTED (lasting)
- 4 4** EXPOSED (lasting)

The Wǔdāng Clan

ASPECTS

High Concept:

DAOIST MYSTIC CULT

Trouble:

FINGERS IN TOO MANY PIES

Agenda:

PLACE MOLES IN EVERY SINGLE WORLD GOVERNMENT

Alliance:

DEVILS AREN'T SO BAD ONCE YOU GET TO KNOW THEM (NARAKA)

Rivalry:

IGA STOLE OUR TECHNIQUES

SKILLS

Good (+3): Priest

Fair (+2): Performer, Student

Average (+1): Criminal, Monster, Scientist

STUNTS

Tàijí Boxing (fighting style); Psychologist (FC109); Sprinter (FC98)

CONDITIONS

1 DISTRACTED (fleeting)

1 EMBARRASSED (fleeting)

2 BANKRUPT (sticky)

2 UNDERSTAFFED (sticky)

4 **4** CORRUPTED (lasting)

4 **4** EXPOSED (lasting)

APPENDIX B: CHAMPION STAT BLOCKS

Ox Head

ASPECTS

High Concept:

UNDERWORLD GUARDIAN

Trouble:

A FACE ONLY A DEVIL COULD LOVE

Your Adventure:

NARAKA ALWAYS PASSES ME OVER
FOR PROMOTION

Crossing Paths...:

TRACUXINGA OWES ME HIS
IMMORTALITY

...Again:

EL INQUISIDOR GRIS IS ON MY TAIL

SKILLS

Good (+3): Monster

Fair (+2): Police, Priest

Average (+1): Criminal, Soldier, Student

STUNTS

Hellfire (fighting style);

Ramming Speed! (FC107);

Sprinter (FC98)

STRESS 1 2 3 4

CONSEQUENCES

2 Mild:

4 Moderate:

6 Severe:





Mestre Tracuxinga

ASPECTS

High Concept:

IMMORTAL ANGOLEIRO

Trouble:

ONE HUNDRED YEARS OF ENEMIES

Your Adventure:

HEALER TO POLICE AND THIEVES
ALIKE

Crossing Paths...:

OX HEAD ERASED MY NAME FROM
HELL'S ROSTER

...Again:

WINDFIRE'S BEATS MAKE ME WANNA
GET DOWN

SKILLS

Good (+3): Priest

Fair (+2): Performer, Scientist

Average (+1): Criminal, Monster, Student

STUNTS

Capoeira Angola (fighting style);

Always Making Useful Things (FC103);

Lies upon Lies (FC104)

STRESS 1 2 3 4

CONSEQUENCES

2 Mild:

4 Moderate:

6 Severe:

Jibo Sokoto

ASPECTS

High Concept:

ACTION FILM STAR

Trouble:

PRIMA DONNA

Your Adventure:

EVERY JOB A BLOCKBUSTER

Crossing Paths...:

WINDFIRE'S CONNECTIONS WILL GET
ME TO HOLLYWOOD

...Again:

I OWE NARAKA MONEY

SKILLS

Good (+3): Performer

Fair (+2): Magnate, Student

Average (+1): Criminal, Scientist, Spy

STUNTS

Dambe (fighting style);

Best Foot Forward (FC121);

Trust Fund Baby (FC123)

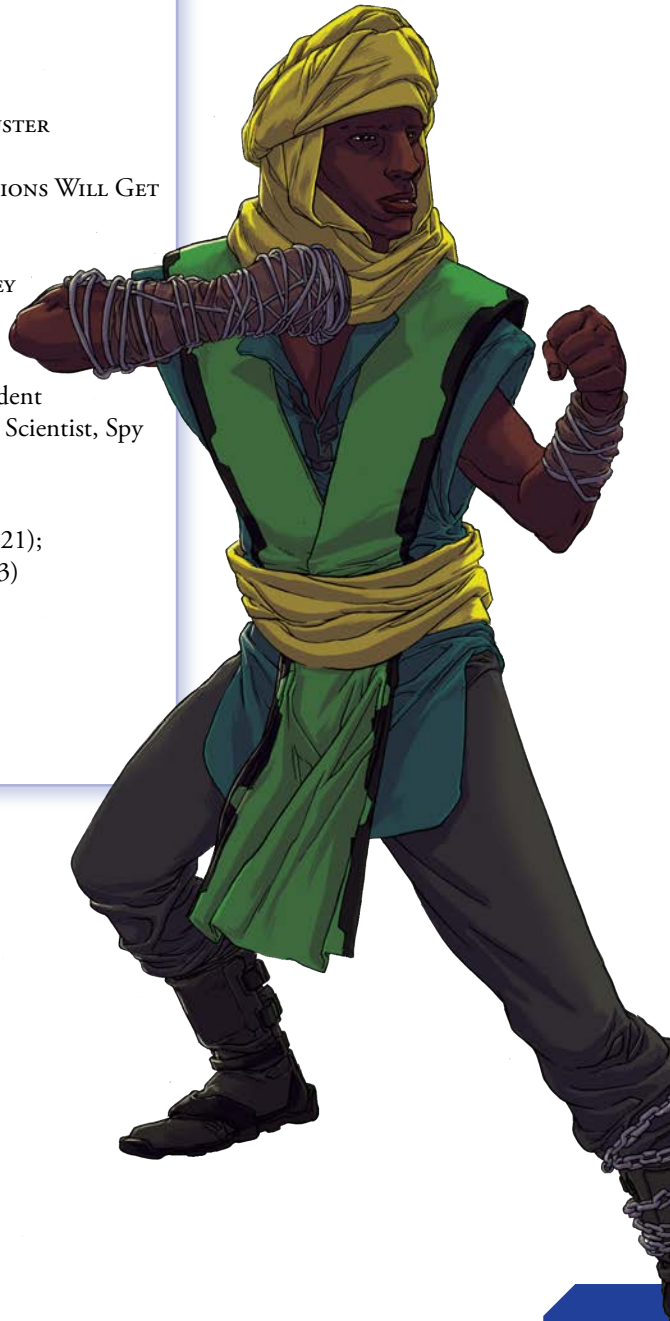
STRESS 1 2 3 4

CONSEQUENCES

2 Mild:

4 Moderate:

6 Severe:





Major Tzofiya Levi

ASPECTS

High Concept:

COUNTERTERRORIST OPERATIVE

Trouble:

DIVIDED LOYALTIES

Your Adventure:

SHAYETET 13 VETERAN

Crossing Paths...:

SECRET CRUSH ON JIBO

...Again:

I COULD LEARN FROM EL
INQUISIDOR'S WISDOM

SKILLS

Good (+3): Soldier

Fair (+2): Student, Spy

Average (+1): Performer, Police, Priest

STUNTS

Krav Maga (fighting style);

Hard Boiled (FC127);

One Person, Many Faces (FC104)

STRESS 1 2 3 4

CONSEQUENCES

2 Mild:

4 Moderate:

6 Severe:

El Inquisidor Gris

ASPECTS

High Concept:

PRIEST OF LUCHA LIBRE

Trouble:

AGE CATCHING UP TO ME

Your Adventure:

HEAVYWEIGHT MONSTER-HUNTING
TITLEIST

Crossing Paths....:

TALKING THEOLOGY WITH MAJOR
LEVI

...Again:

I MUST SAVE THE MESTRE'S
IMMORTAL SOUL

SKILLS

Good (+3): Priest

Fair (+2): Performer, Spy

Average (+1): Magnate, Police, Student

STUNTS

Lucha Libre (fighting style);

Demagogue (FC121);

Hardcore Parkour (FC98)

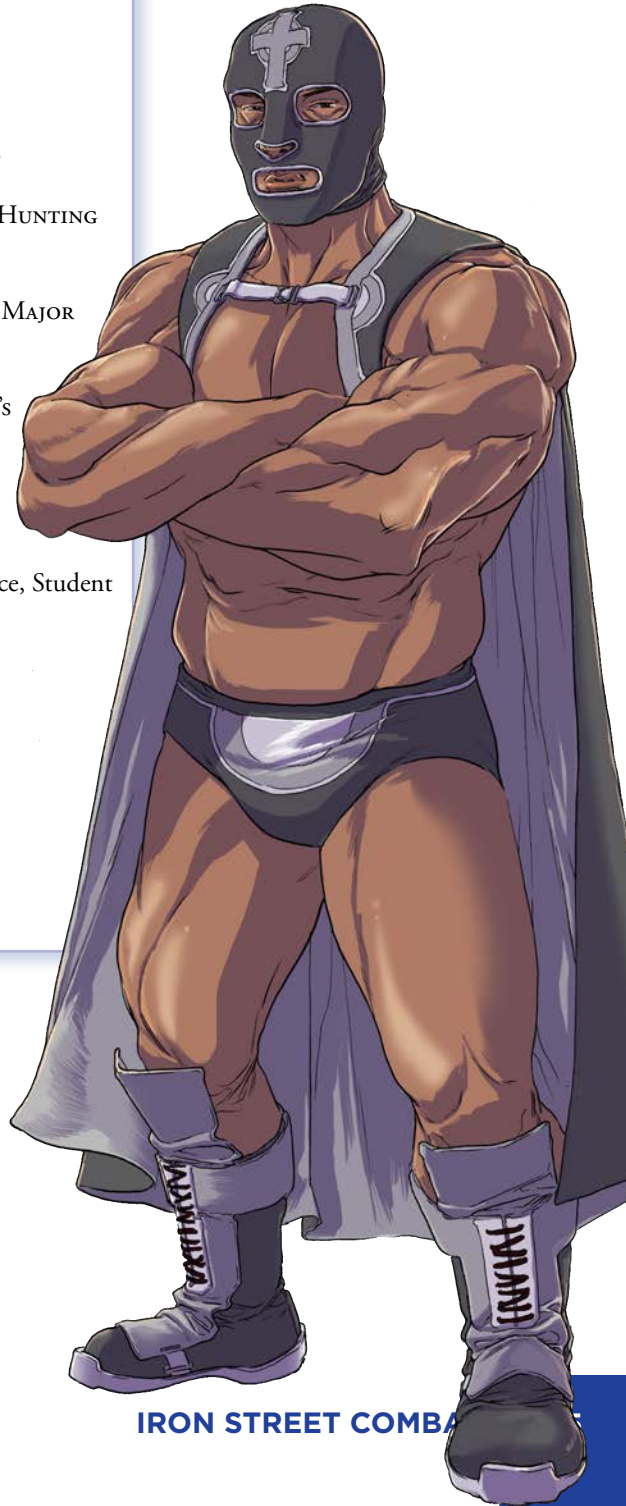
STRESS 1 2 3 4

CONSEQUENCES

2 Mild:

4 Moderate:

6 Severe:





Pit Viper

ASPECTS

High Concept:

THE WORLD'S FAVORITE SHINOBI

Trouble:

ALWAYS IN THE SPOTLIGHT

Your Adventure:

WINNER OF THE FIRST IRON STREET
TOURNAMENT

Crossing Paths...:

OX HEAD WOULD MAKE A PERFECT
BODYGUARD

...Again:

YOU'RE NOT MY DAD, INQUISIDOR

SKILLS

Good (+3): Student

Fair (+2): Performer, Spy

Average (+1): Priest, Scientist, Soldier

STUNTS

Ninpō Taijutsu (fighting style);

Ninja Vanish (FC126);

Rumormonger (FC101)

STRESS 1 2 3 4

CONSEQUENCES

2 Mild:

4 Moderate:

6 Severe:

DJ Windfire

ASPECTS

High Concept:

WŪDĀNG DISC JOCKEY

Trouble:

THE WHITE EYEBROW'S PROTÉGÉE

Your Adventure:

TORRID AFFAIRS WITH MYTHOLOGICAL
FIGURES

Crossing Paths...:

MAJOR LEVI'S MILITARISM WILL BLOW
OUR COVER

...Again:

THE INQUISITION THREATENS OUR
RELIGIOUS FREEDOM

SKILLS

Good (+3): Scientist

Fair (+2): Performer, Student

Average (+1): Criminal, Magnate, Priest

STUNTS

Supreme Ultimate Boxing (fighting style);

Best Foot Forward (FC121);

Better than New! (FC103)

STRESS 1 2 3 4

CONSEQUENCES

2 Mild:

4 Moderate:

6 Severe:

