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[Street Fighter: The Storytelling Game](#) is a role-playing game based on the Street Fighter video game series. It uses most of the basic game mechanics from White Wolf's World of Darkness games. It was released in 1994 and contains most of the characters from Super Street Fighter II.

[Street Fighter: The Storytelling Game - Wikipedia](#)

[en.wikipedia : wiki : Street_Fighter:_The_Storytelling_Game](#)

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Wall Weapons are found all throughout IX and include the Strife, Essex Model 07, RK 7 Garrison, Saug 9mm, Escargot, MOG 12, Spitfire, Swordfish, Mozu, MX9, GKS, M1897 Trebuchet, Maddox RFB, KN-57, ICR-7, Vapr XKG, Auger DMR, Titan and the legendary Bowie Knife.

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