

The Nights usually fight as a pair with Marion on the front and her husband in the second row. They are ruthless and cruel and know each other so well, that they can understand in combat without the need of spoken words. Their greatest drawback is their liking for extremely powerful moves which are costly in their usage. They are head of a small, but rising Shadaloo cell, having some Revenants, Theons, and Thugs as backup forces.

Jason Night

The “brain” of the duo. He knows some very nasty techniques but has a serious problem with low chi.

Jab Punch	5/ 5/ 3		Health: 12	STR: 3	CHA: 4	PER: 2
Strong Punch	3/ 7/ 3		Will: 5	DEX: 3	MAN: 4	INT: 3
Fierce Punch	2/ 9/ 2		Chi: 5	STA: 3	APP: 3	WIT: 3
Short Kick	4/ 6/ 3			Punch: 3		
Forward Kick	2/ 8/ 2			Kick: 3		
Roundhouse Kick	1/ 10/ 2			Block: 3		
Grab	3/ 9/ 1	Sustained Hold		Grab: 0		
Block	7/ -6/ 0			Athletics: 3		
Movement	6/ 0/ 6			Focus: 5		
Disarm	2/(6)/ 1					
Psychic Vise	3/ -/ 0	1 Chi, 1 Will				
Psychic Rage	1/ -/ 0	1 Chi				
Mind Control	0/ -/ 0	2 Chi				
Psycho. Channeling	-/+2/ -	1 Chi				
Shock Treatment	3/ 15/ 0	2 Chi				
Shock Bolt	3/ 15/ 0	2 Chi, 5 hexes range				

Marion Night

She is the actual cell leader. She gloats about fact that she is one of the few who has mastered M. Bison’s infamous Psycho Crusher, despite the fact she won’t be able to use it often in combat.

Jab Punch	6/ 7/ 3		Health: 14	STR: 4	CHA: 2	PER: 3
Strong Punch	4/ 9/ 3		Will: 6	DEX: 4	MAN: 3	INT: 2
Fierce Punch	3/ 11/ 2		Chi: 4	STA: 5	APP: 3	WIT: 4
Short Kick	5/ 8/ 3			Punch: 4		
Forward Kick	3/ 10/ 2			Kick: 4		
Roundhouse Kick	2/ 12/ 2			Block: 4		
Grab	4/ 9/ 1	Sustained Hold		Grab: 3		
Block	8/ -9/ 0			Athletics: 3		
Movement	7/ 0/ 6			Focus: 3		
Disarm	3/(8)/ 1					
Psycho. Channeling	-/+2/ -	1 Chi				
Psycho Crusher	3/ 10/ 9	2 Chi				
Flying Punch	2/ 10/ 8	1 Will, halves stamina				