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<Agents of Valorant>

-by Dark Light-

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DEFY THE
LIMITS

DEFY THE
LIMITS

[Overview]

- Breach
- Brimstone
- Cypher
- Jett
- Omen
- Phoenix
- Raze
- Sage
- Sova
- Viper

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[Breach]

-Initiator-

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- Breach has three different CCs counting his ultimate. All of his abilities work through walls to surprise the enemy team. He is designed to try to CC enemies behind walls to get them out of the fight easily. His ultimate also throws enemies into the air so they have no movement or vision at all.

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[Brimstone]

-Controller-

- Brimstone has a lot of smokes as well as a Stim Beacon to support teammates in fights. His ultimate destroys a big radius which he can choose on the map. Finally his molly can force enemies to peak out of their camping spot.

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[Cypher]

-Sentinel-



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- Cypher helps the whole team to get to know the enemies position. With his "smoke" he is able to get a better position and slow enemies while his camera and his trapwire mark the position of one enemy. His ultimate marks the spot of every enemy for a few seconds.

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[Jett]

-Duelist-



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- Jett has very high movement and with her passive to fly mid-air she can get into some spots. Her smokes don't last long but in that time she can switch up her position. Her knife ultimate has super high precision, even mid-air it hits perfectly.

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[Omen]

-Controller-



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- Omen has two teleports. One is short-ranged and his ultimate is long-ranged. His Paranoia is a blind which enemies who were hit by it can not see anything but a few metres for 5 seconds. His two smokes which can be used very long-ranged and also hold on for a while are useful to switch position or rush in.

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[Phoenix]

-Duelist-



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- Phoenix utilizes fire to his aggressive playstyle with two flashes around corners, a molly to get enemies out of their hiding spot and a wall to get in or out of a fight. His ultimate is a free rush-in where he respawns at the spot he ulti'd when dead.

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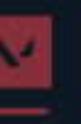
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[Raze]

-Duelist-



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- Raze is the explosive agent. And also the most OP. She has two remote-controlled grenades as well as an explosive robot. She has an OP cluster bomb which has way too much range and her ultimate is boosted af. It can get you an easy ace when you hit it right into the enemies.

> Btw, she is OP if you did not notice

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[Sage]

-Sentinel-

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- Sage is the support par excellence. With her healing orb and her icewall she can save teammates from death and keep enemies out of the fight. Her slow orb can hold enemies to a specific point, so that they can be killed easily. Her ultimate ressurects a teammate who died.

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[Sova]

-Initiator-

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- Sovas recon bolt as well as his owl drone are very useful to get to know the enemies position in a marked area. With his ultimate he can shoot them through walls and kill them without getting damaged. His shock bolt can be used to check on corners and other spots.

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[Viper]

-Controller-

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- Viper is the perfect match for everyone that likes hide and seek.
- Three of her four abilitys can be used to cover up the enemies vision and rush in. Her fourth ability can be used to check on corners or try to hurt enemies who are running through your abilities.

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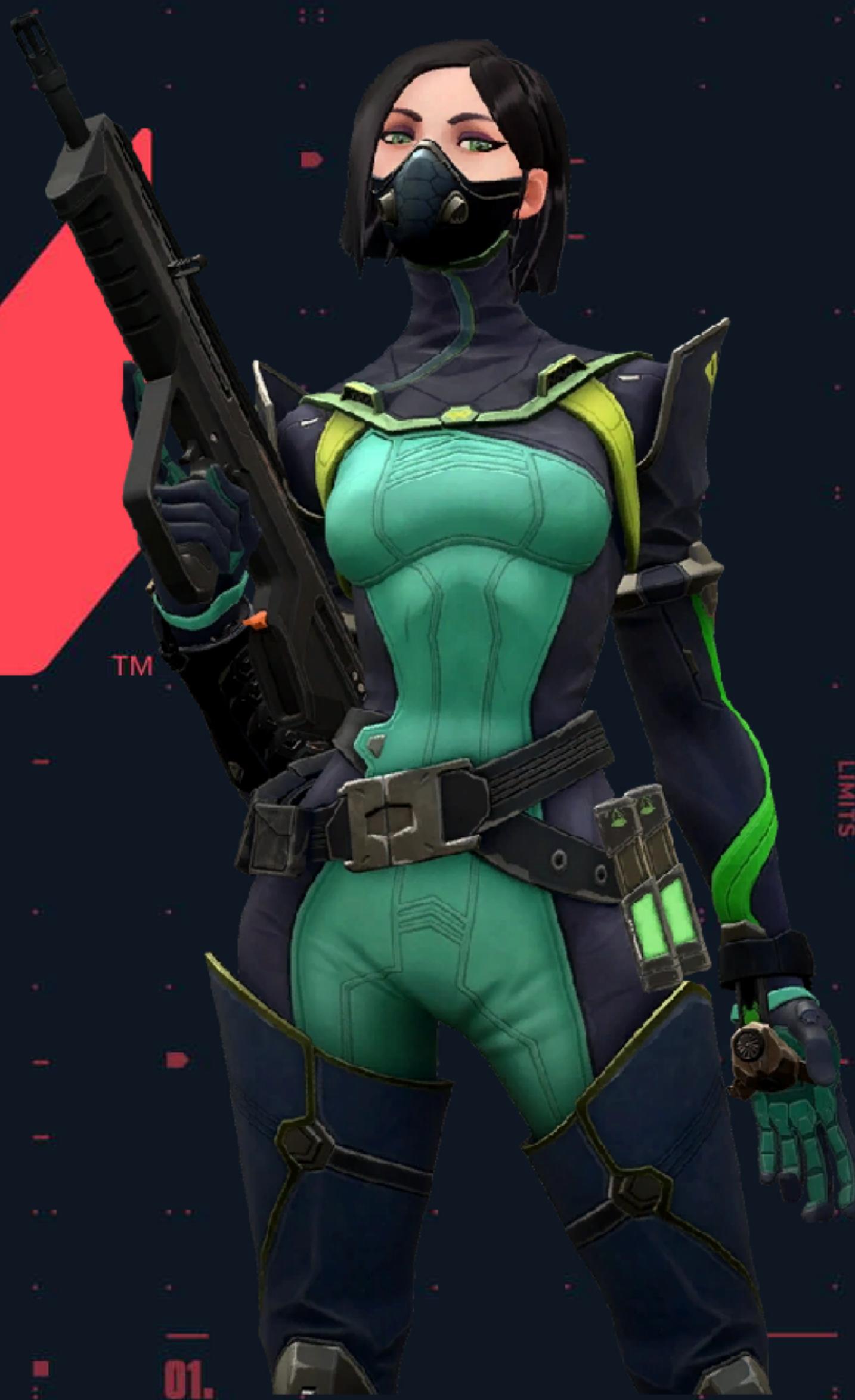


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<Thanks for reading this BS mate>

-but seriously thx for reading thisTM-