

# Valorant Agent Idea Draft

Name: Dawn

Development Codename: Dusk

Role: Duelist

Nationality: Belgian

Real Name: Rita Claes

Description: Belgium's finest assassin, Dawn fights to find her freedom and to ensure that no one else has to feel her pain. Empowered by those she has lost, she moves with light, silently cutting down her enemies before they can blink.

## Character physical description:

Dawn is a young Belgian woman with light skin and a short stature. She wears a black hoodie and black pants. The sleeves of her hoodie cover her elbows but cut off before her wrists. Her shoes are black with white soles. She wears a black belt that holds two dark gray throwing stars on her right hip and a pistol holster on her left. She also wears a sheath on her back for her custom No Dachi (which has been broken into a shape similar to a katana). The hilt of the sword is pointed towards her left. She has two knives hidden in her sleeves, a kunai and throwing knife hybrid on her right arm and a more standard survival knife on her left arm.

On her right arm is a black, military grade leather band connected to a small, reinforced plastic bubble. Inside of the bubble is an orange flame with white streaks. Whenever Dawn uses her powers

Hair color: Dark Brown, White highlights when using powers

Hair length: Waist length

Hair style: Wavy, unstyled

Eye color: Green

## Basic Abilities Overview:

Q	Ko Gasumi	<b>Use</b> to switch to Ko Gasumi Stance, equipping Dawn's custom Nodachi with a quick, unsheathing attack. <b>Fire</b> to attack with the Nodachi, dealing heavy damage to anyone close enough to get hit and knocking enemies back a short distance. Using this ability while in the Ko Gasumi stance or switching weapons will switch Dawn out of the Ko Gasumi stance. While in the Ko Gasumi stance, Dawn will regenerate light energy to fill her Illuminance gauge.
C	Glare	<b>Equip</b> to gather light into a throwing star. <b>Fire</b> to launch the star straight forward, exploding after a short time and blinding anyone looking. The star can stick to walls, exploding sooner. <b>Alt Fire</b> to throw the star a shorter distance and have it explode sooner.
C (Ko Gasumi Stance)	Aurora	While in the Ko Gasumi stance, Dawn is unable to use Glare. Instead, holding <b>Alt Fire</b> will infuse the Nodachi with light and move the blade in front of Dawn. While infused, the Nodachi will consume energy from the Illuminance gauge and block all bullets that collide with the sword. When the Nodachi blocks a bullet, a portion of the Illuminance gauge will be used to reflect the bullet towards the crosshair.
E	Blink	<b>Fire</b> to briefly charge light energy into two knives before teleporting a short distance forward. Enemies in your path take true damage. Blink leaves a faint trail of light behind you. If you have a second charge, <b>Fire</b> again quickly to blink again without charging.

X	Daybreak	While in the Ko Gasumi stance, <b>Use</b> to gather energy around the Nodachi, preparing to strike. <b>Fire</b> to strike, creating a beam of bright light that travels through walls. The strike deals heavy damage to anyone it hits. Dawn will travel with the beam of light, appearing at the beam's end. The strike leaves behind a large trail of light that fades slowly over time. Using Daybreak will reset Dawn's Illuminance gauge to full and she will be in the Ko Gasumi stance.
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### Ability Numbers:

Ability	Numbers
Illuminance	Price: 200 (Fills Illuminance bar) (Keep the Illuminance amount from the previous round, start with a minimum of 25 Illuminance) 100 max Illuminance 1.5 Illuminance regen in Ko Gasumi stance / 0 Illuminance regen by default Illuminance can not charge before the round
Ko Gasumi / Nodachi	Equip time: 0.55 seconds Equip slash damage: 40 true damage Equip slash length: 0.5 seconds Equip slash end to Ko Gasumi stance: 0.65  Damage: 60 true damage (150 true damage for a backstab) [When suppressed: Dawn can still equip and unequip her Nodachi. Nodachi will deal the same damage but it won't be true damage. However, a backstab will still kill in one shot, even when suppressed. Illuminance will also not recharge when suppressed] Fire rate: 0.4 seconds initial attack, 1.2 seconds in between hits, 1.5 seconds to reset after attacking. Range: 3.6 meters, hits any enemy within a 110 degree cone. Knockback: 3 meters in the opposite direction of the hit Illuminance regen from kill: 30 Illuminance
Glare	Price: 250 Charges: 2  –Primary Fire– Distance: 15 meters Windup: 1.2 seconds Full Flash Time: 1.85 seconds  –Alt Fire– Distance: 6 meters

	<p>Windup: 0.6 seconds Full Flash Time: 1.85 seconds</p> <p>–Wall Hit– Windup: 0.4 seconds</p>
<b>Aurora</b>	<p>Use windup: 0.45 seconds Illuminance usage: 2.5 Illuminance per second After use cooldown: 0.7 seconds Suppression disable delay: 0.35 seconds (Aurora will stay active for 0.35 seconds after being suppressed before canceling) Minimum Illuminance: 5</p> <p>–Reflect– Reflect bullets that hit the sword towards the crosshair Reflect does not block AOE damage, however it can block projectiles (Brim Molly, KA/YO Fragment, Viper Snakebite, etc). Projectiles do not activate and act the same as bullets. Blocking projectiles will use 20 Illuminance and will change the enemy projectile into a neutral projectile (Full effects and damage for both teams) Illuminance charge usage: 20% of damage Reflect damage: 50% of damage taken (If the Illuminance charge exceeds the remaining Illuminance, the damage will still be negated, but the bullet will not be reflected, and Dawn will be stunned for 1 second.)</p>
<b>Blink</b>	<p>Price: 200 Charges: 2 Always starts with at least one charge Refresh one charge after two kills Windup: 0.65 Distance: 8 meters Duration: 0.8 seconds Speed: 10m/s Flash: Max of 0.25 seconds of full flash (Unsure if this is necessary if the dash does damage, but gives her a safety option. Might be overpowered) Damage range: 1 meter radius Damage: 25 true damage Blink recast window: 0.25 - 0.75 second after blink ends Blink recast windup: 0.125 [If Dawn has a third charge (Kill refresh, unlimited abilities), she may triple blink within the blink recast window similar to double blinking.]</p>
<b>Daybreak</b>	<p>7 orb cost Dash Windup: 0.75 seconds Damage Pulse Windup: 2.75 seconds after casting (2 seconds after dash) [Dash will leave a small trail, similar to blink, that will serve as a warning. There will also be a thin, faint (35% opacity) wall surrounding Dawn at the edge of the damage pulse. There won't be a warning vfx]</p>

	Distance: 50 meters max (Daybreak will calculate the furthest location along the travel path that is “in bounds.” Dawn’s head) Damage: Dash damage: 35 true damage Pulse damage: 100 damage Nodachi pull out time: 1 seconds –Light Beam– Length: Distance traveled +16 meters Radius: 3.45 meters Flash time: Max of 1 second Duration: Full opacity for 3 seconds, fades over 10 seconds (Reverse exponential decay)
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Ability / Action	Voicelines
Agent Select	They don’t have a chance.
Equipping Nodachi	-
Glare	<ul style="list-style-type: none"> <li>- Blinding</li> <li>- Flash</li> <li>- Blind them</li> </ul>
Aurora	-
Blink	-
Daybreak	Allies: Lichte vlammen, guide my blade! Enemies: From DUSK... TILL... DAWN!!
Game interactions	Match Voice Lines Match Start: <ul style="list-style-type: none"> <li>- Prepare to fight. I’m not dying because you weren’t ready.</li> <li>- Let’s see how they fight. Wait, won’t it be the same as us?</li> <li>- I won’t lose another conrad.</li> <li>- Mission starts now.</li> <li>- [On Fracture] This brings back memories. I don’t like it. Let’s clean this up and get out of here quick.</li> <li>- [On Fracture] I hate labs. Make this quick.</li> <li>- [On Pearl] So they’re here too. That’s great. Time to see if I can get some revenge.</li> </ul> Match Win: <ul style="list-style-type: none"> <li>- Mission Complete. Returning to base.</li> </ul>

	<ul style="list-style-type: none"> <li>- Just another success.</li> <li>-</li> </ul> <p>Match Win as MVP</p> <ul style="list-style-type: none"> <li>-</li> </ul>
	<p>Start of round:</p> <ul style="list-style-type: none"> <li>-</li> <li>- [On Fracture - Attacker] This time, it won't go the same way</li> </ul>
	<p>Barrier Down Voice Lines</p> <ul style="list-style-type: none"> <li>- Failure is not an option</li> <li>- Don't let a single one walk away</li> <li>-</li> </ul>
Kills	<p>(Italicized–Dutch    Bolded–German)</p> <p>Agent specific:</p> <p>1: Their leader's gone Brimstone down. Don't hate me <i>algemeen</i></p> <p>2: This was my fault. Viper down Sorry Sabine</p> <p>3: Light always beats the darkness Should have hid better</p> <p>4: Short Circuited <b>Das tut mir leid</b></p> <p>5:</p> <p>6:</p> <p>7:</p> <p>8:</p> <p>9:</p> <p>10:</p> <p>11:</p>

	<p>12: Why does you have to be so explosive <i>Kalmeer alsjeblieft Raze</i></p> <p>13:</p> <p>14:</p> <p>15:</p> <p>16:</p> <p>17:</p> <p>18:</p> <p>19:</p> <p>0:</p> <p>Final kill:</p> <ul style="list-style-type: none"> <li>- I won't fail again.</li> <li>- It wasn't wise to oppose me</li> <li>- All gone</li> </ul> <p>One:</p> <ul style="list-style-type: none"> <li>- One</li> <li>- Enough</li> <li>- Shh</li> </ul> <p>Two:</p> <ul style="list-style-type: none"> <li>- Two down</li> <li>-</li> </ul> <p>Three:</p> <ul style="list-style-type: none"> <li>- That's three</li> </ul> <p>Four:</p> <ul style="list-style-type: none"> <li>- All four of you, careless.</li> <li>-</li> </ul> <p>Five:</p> <ul style="list-style-type: none"> <li>- Must I do everything?</li> <li>- GA GEWOON DOOD! ... *Sigh* Sorry</li> <li>- I wonder when the real fight begins</li> </ul>
Interactions:	<p>1: (Start of round, ally) Brimstone: Dawn, you're way too young to be a weapon. Dawn: I've been a weapon all my life. Age makes no difference. Brimstone: That's not what I- ugh, nevermind. //</p>

Brimstone: Don't push yourself kid. We work as a team here  
Dawn: Then I should try to be more useful than usual.  
//  
(After round win, 3k+ from Brimstone)  
Dawn: I guess I worried for nothing old man.  
Brimstone: You were worried?  
Dawn: We need our leader without a broken hip.

(Start of round, enemy)  
Dawn: Oh great, their leader's here. Let's see what happens when he dies first.  
//  
Dawn: What's that old man doing here? He's practically begging me to kill him.

[Barrier going down]  
Dawn: I'll start with their leader.

(After round win, ally)  
Dawn: Good directions, old man.

2:  
(Start of round, ally)  
Dawn: Viper, I know we both want revenge. Don't let that affect our job.  
Viper: Don't worry. I have more than enough pain left to give.  
//  
Viper: [Quiet] Dawn. Thank you.  
Dawn: Did you say something?  
Viper: No, it's nothing.  
//  
Dawn: I won't fail you again, Sabine  
Viper: You weren't the one who failed in the first place.  
Dawn: But if I had been more careful—  
Viper: Stop with those thoughts. You did your job. I failed mine.  
//  
Viper: Rita—  
Dawn: DON'T CALL ME THAT!  
Dawn: ...I am no longer a part of that family. I'm an assassin, not a murderer.

(Start of round, enemy)  
Dawn: Leave their Viper to me. No one else deserves to feel her pain.  
//  
Dawn: Viper. If only I had been more careful. Then you wouldn't have turned out like this.  
//  
[Barrier going down] Dawn: I'll set you free, Sabine.

3:  
(Start of round, ally)



Dawn: Your skills are unrefined, but you have potential, Omen.  
Omen: Potential, huh. I think your standards are too high, girl.

(Start of round, enemy)

Dawn: Another assassin? Fun. Their Omen's mine.

(Barrier going down, ally)

Dawn: Omen, let's sew some chaos

(Barrier going down, enemy)

Let's see whether you can be a real assassin, ghost boy.

4:

5:

6:

7:

8:

9:

10:

11:

12:

13:

(Start of round, ally)

Breach: You know Dawn, that sword you got there-

Dawn: Absolutely not

Breach: {Ugh} I didn't even ask.

//

[After round win]

Breach: ALRIGHT! That's how we do it!

Dawn: Breach, can you like, just maybe, shut up?

Breach: Jeez kid, your bringing down the mood here

//

(Start of round, enemy)

Dawn: Just ignore their Breach. He's so loud he won't hear me coming.

	(Barrier down, enemy) Dawn: Don't blame me that you're too loud, Breach. 14: 15: 16: 17: 18: 19: 0: (Start of round, enemy) Dawn: Did you walk down the same path I did? Have you experienced the same pain I have? // Dawn: If only we weren't enemies, Dawn. They wouldn't stand a chance // [Barrier going down] Dawn: Let's see who trained harder between us.
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Backstory: (It's badly written but story is mostly correctly)

Rita Claes was born just outside of the city of Landen, Belgium. She had a brother (Cyrus Claes) 3 years older than her and has a younger brother (Lou Claes) who is 2 years younger than her. She lived in a mansion that was granted to her family by the government as a result of her great-great-grandfather's. Her family is a family of high level assassins, who work to silently take care of wrongdoers in the country. Her father (Léon Claes), the current head of the family, wanted her brother to follow in his footsteps. Cyrus was very smart, and was great with information even at such a young age, so Léon wasn't worried. However, as time went on, it became clear that Cyrus was not suited for the role. No matter how hard he trained, he could not even come close to becoming a suitable assassin, much less the head of the Claes Family. Even though he was clearly not suited for the role, Cyrus was forced to train to become an assassin against his will. Seeing the pain her brother was going through, Rita decided to protect him by taking his place.

Rita began training by herself at the age of 4, learning everything that she could. She was taught how to read by her mother, and she read every book in her family's

library, memorizing everything she could. When she turned 5, she asked her father to observe her brother's training sessions. Her father, thinking of it as nothing more than childish curiosity, accepted her request as long as she vowed on her family name that she would never say a word about them. If she were to even mention her brother's training outside of the time he was training, she excommunicated. Her father even went as far to say that if she said a word about the techniques her brother was learning, she would be killed.

For the first time, Rita realized just how valuable and dangerous her family's secrets were. After taking two weeks to think about the vow, Rita decided that she would have to make a similar vow, if not more restrictive, later on if she were to take her brother's place. With this in mind, Rita formally vowed on her own name as a member of the Claes family, and was allowed to watch her brother's practice sessions. This was huge for the girl, as she learned many different fighting techniques.

Rita spent 2 years learning everything she could, both about the world and about assassination. Every night, she would fake going to bed before sneaking into an abandoned storage room to practice. She brought sticks that she found to use as weapon replicas. She would practice moving around the mansion without being noticed as much as possible. During these two years of practice, Rita became proficient with many different weapons, including knives and swords. However, as she practiced more and more, she biased towards the Nodachi.

When she turned 7, Rita asked her father what it would take for her to become the heir of the Claes family instead of her brother. Léon was surprised, but he knew Rita was not someone who would joke around. Taking her words at face value, he told Rita that if she were to pass the Claes family's final test, then she would take her brother's place as the heir. However, if she were to fail the test, she would not get another try. Undeterred, Rita agreed to take the test. That night, Rita met with her father in the forest outside of the property. Upon arriving, her father left a note on a thick tree root before leaving. On the note were the instructions for the final test.

Léon would be sitting in his office on the third floor of the building. To pass the exam, Rita would need to find her way into his office and suppress him. If Léon were to find out about her whereabouts, or if Rita were to be taken down, then she would fail. Rita could use whatever tools and non-lethal weapons she finds, but she would only be given a knife to begin with.

(Rita's father's test)

After her success, Rita became the heir of the Claes family. Cyrus was shifted to the information branch, whose job was to provide support during missions. Cyrus was incredibly suited for the job, and was seen as a genius within the branch.

Following her father's training session, Rita began working as an assassin. Paired together with Cyrus, she worked for 5 years without a single mistake.

Rita Claes was 12 when the First Light happened. Originally unaffected, the young assassin was dragged into the calamity four months after the First Light, the Claes family got a job from Kingdom. According to Kingdom, a new economic superpower based around Radianite, there were reports that Radianite had been found in Belgium, just outside of Maarkedal. A small group of Ex-Kingdom higher ups had formed a group called Avalon. Avalon had taken control of the Radianite outside of Maarkedal, setting up a compound around the area. Avalon had sent two 'Elements' to the compound to facilitate the process. Avalon was attempting to use the Radianite in Maarkedal to artificially create a Radiant and experiment on their powers. Their target was Remi Callas, the younger sister of brilliant scientist Sabine Callas. Kingdom requested for the Claes family to assassinate the two people leading the experiment, Laura "Sulfur" Summer and Hunter "Sodium" Burns, and stop the experiment on Remi. Kingdom requested that the Claes family save Remi, however, "Sulfur and Sodium are the main objectives. Do not let them live, even if she [Remi] has to die." Kingdom also requested that, if any other 'Element' were present, to take them alive.

Léon Claes, the family head and Rita's father, gave the job to Rita, assigning Cyrus Claes, her older brother, as her informant. The two of them discussed their plan, prepping for a week before setting out. As they arrived, Cyrus moved to an abandoned warehouse 2km out from the compound. Rita had started her final preparations when she felt something weird. Her head started to spin and the world around her began to brighten. Taking a moment, Rita recentered herself before starting work.

Rita worked silently as always, but she still felt weird. As she moved closer to the center of the compound, the hallways slowly grew brighter, and she could hear less and less. As she reached the center, she found both elements together, running experiments on a young girl who looked to be 14 years old. Rita assumed that the

girl was Remi Callas. Rita ignored what was happening in the testing room and began to set up to take them both down at once.

Just as Rita was about to act, she heard an explosion over her headset, followed by an alert on one of the computers in the lab. Worried, Rita decided to move. She caught Sodium as he walked over to the computer to check the alert. Rita then jumped down from above to catch Sulfur.

Just as she was about to land, her head started to feel a splitting pain. Her bones felt as if they had been shattered, and her muscles started to spasm. She crashed into the ground, shattering a computer screen with her foot on the way down. Surprised, Sulfur began to run, but Rita managed to recover enough to hit the Element's shoulder with a throwing star, knocking the woman to the ground. No longer able to hold on, Rita collapsed in pain as the world around her became a bright ball of light.

As she fell unconscious, Rita found herself floating in a massive 'space' of light. She looked around but couldn't see anything different. To Rita however, this space felt familiar. As she began to adjust, she could feel herself being tugged away from the space and back into reality.

Rita woke up to someone shaking her. The compound was in ruins; screens were shattered, glass littered the floor, and blood stained the floor. Parts of the ceiling had fallen, and some of the hallways had collapsed. Groggily sitting up, Rita finally noticed the girl sitting next to her. Remi was bleeding from a scratch on her arm, but other than that she felt fine. Seeing her face, Rita remembered what had just happened. Worried about the explosion, Rita checked the intercom, only to hear static. Rita quickly tried getting up, but stumbled. Her head was still spinning from what had just happened. Remi supported her, and while Rita was surprised and slightly embarrassed, she didn't try to walk by herself. As she left, Rita tried to confirm that both targets were dead. Sodium was able to be confirmed, as his body was in the main room, but she couldn't get to Sulfur's body, as the hallway it was in had collapsed. Peeking through the rubble, it looked like Sulfur had been crushed by a falling ceiling beam, as it sat on top of her body. There was a pool of blood around her, but Rita couldn't see any other wounds. Rita decided that it was most likely that Sulfur died, but that she would ask her father to send someone to check just in case. As Rita and Remi walked through the ruins, Cyrus came back over the radio. He seemed in pain, but when Rita asked, he said he was fine. Cyrus explained that he didn't know why the explosion happened at the lab, but after it

happened, he got a call from Kingdom. They said that they saw the explosion and were sending a small group in a helicopter to extract her and Remi. The helicopter would be landing in a minute, so Rita needed to hurry.

The two girls reached the exit before the helicopter arrived. As they walked outside, Rita heard a step behind them. Rita pushed Remi aside and started to turn around before she felt an intense pain in her left leg. Rita crumpled from the pain, unable to move as Sulfur, who looked to be barely alive, walked towards her, holding a pistol. As she approached, Rita attempted to move back but she stopped as Sulfur pointed the gun at her.

Sulfur started to yell at Rita for ruining her experiment. Her eyes were a blaze as she spewed off her goals for the experiment, and how she was so close to finishing before Rita had ruined it. Sulfur declared that, since Rita had ruined her life, she was going to take her's. Rita, unable to escape, realized that she was about to die. She could hear the helicopter arrive but knew there was no way they could stop the Element in time.

Just as Sulfur was about to pull the trigger, Remi grabbed onto her leg, knocking her arm out of the way. Sulfur's shot missed. Pissed off, Sulfur turned the gun to the girl. Rita shouted in protest, but Sulfur didn't hesitate before shooting. The shot hit the girl in her back, causing her to convulse and spit out blood.

As Rita saw the girl who had just saved her life fall down, something gathered inside of her. Filled with rage, Rita unsheathed her sword and swung.

And then everything was bathed in light.

As Rita swung, the light that had formed inside of her exploded, allowing her to dash forward, through Sulfur. Her blade cleanly took the woman's head off.

As she finished her attack, Rita's blade fell to the floor as she ran over to Remi, ignoring the pain her leg was in. As she reached the girl, who was barely alive, Rita started to try and save Remi. Remi stopped Rita before she could do anything. Remi seemed to realize that she was going to die no matter what Rita did. As Remi pushed Rita's hand away, the assassin shed a tear. She had never cried before, and she had worked so hard to kill her emotions on missions.

As Rita cried silently, Remi put her bloodied hand on her face.

Remi: "If you want to know why, it's because I know what it's like to be trapped in one style of life. I could tell that you only knew how to fight from your face. I couldn't let you die as someone's tool."

Rita: "This is all my fault. If only I was more careful-"

Remi: "Don't say that. I chose to protect you."

Rita: "But-"

Remi smiled, causing Rita to stop in the middle of her sentence.

Remi: "You're just like sis. \*Lightly Chuckles\* What's your name?"

Rita paused for a moment before continuing.

Rita: "Dusk- no, Rita. Rita Claes"

Remi: "Rita. I like your name. It suits a strong person like you."

Rita: "...You are so much stronger than me. I can't even hold a candle to you"

Remi: "I think you don't give yourself enough credit."

Rita: "How could I give myself any credit after this?"

Remi: "That is for you to find."

Rita: "...Thank you Remi. I won't forget what you have done for me."

Remi: "\*Coughs\* Can you do me a favor, Rita?"

Rita: "What is it?"

Remi: "If you see my sister, Sabine, please tell her that none of this was her fault. She is such a great person, but I'm worried she will blame herself. If you see her, tell her that for me please."

Rita: "I swear it on my name"

Even though her breath was getting fainter and more ragged, Remi looked relieved. Rita had so much more she wanted to say, but as she stared into Remi's eyes, she couldn't bring herself to speak a single word. Seeing Rita's face, Remi smiled once more.

Remi: "Take my necklace."

Rita looked at the necklace that Remi was wearing. It had a thin silver chain and had a medallion on the chain. The medallion was made out of Radianite and had a yin yang symbol on the front. The yin side was made out of Aquamarine, and the yang side was made out of Bloodstone.

Remi: "If you ever feel burdened by expectations, or if you put yourself to blame, use it to remember just how strong you are. Use it to remember the people you have protected and the evil you have stopped."

Rita: "Are you sure you want me to have it? Don't you have someone else you want to give this to?"

Remi: "I have other people I could give it to, but I think you will need it the most."

Rita: "Are you sure?"

Remi: "Of course."

Rita slowly undid the latch on the necklace and placed it around her own neck.

Remi: "Pretty. It suits you."

Rita: "..Thank you."

Finally out of strength, Remi began to close her eyes and exhale for the final time.

As her hand fell from Rita's face, the world started to cry.

The mission was technically a success. However, Remi Callas died trying to protect Rita. When Rita returned, she requested to speak to Sabine Callas, Remi's older sister, so as to fulfill the girl's last wish. While their meeting was delayed due to funeral proceedings, Rita met up with the scientist a month after the mission. When Rita explained what had happened and the message Remi gave to her, Sabine smiled slightly, but her eyes were filled with pain. Sabine asked Rita if she would be willing to help her get revenge on Avalon for Remi's death. To do it, Rita would need to give up everything she lived for. Rita considered it, but ended up refusing. She still needed to protect her brother, and she wanted to continue to grow. As Rita was getting ready to leave, Sabine gave her a card with a number on it, telling her to call that number if she changed her mind.

During the mission, both Rita and Cyrus became Radiants. Rita became able to contort light, whereas Cyrus gained the power of flames. Rita had decent potential, but Cyrus' potential was incredible. He had the potential to become one of the strongest Radiants and the strongest fire user in the world. Cyrus, however, did not want to fight. He decided to hide his abilities from everyone outside of the family. Rita trained with her new abilities for the next 10 years, putting them to use during her assassinations. As she trained, she taught herself how to use the best part of light, which was its quietness.

Around 10 years after the First Light, an unknown Radiant caused Venice to lift into the sky. This event caused doubt around Radianite and Radiants.

Four months after this event, Rita was sent on a mission to investigate possible human radianite experiments. The mission was to see whether the rumors were true and if there was someone who needed to be assassinated. The mission went smoothly, and Rita managed to pick out 3 potential targets. She also found very slight traces of Avalon. However, when she returned to her home, she found the guards knocked out and the garden on fire. When she investigated, she found out



that her brother, Cyrus, had gone missing. Rita was furious and demanded to be allowed to find him. While she had personal reasons to find her brother, he was incredibly useful in the information branch, and he had incredible Radiant powers, even if they were dormant. Rita argued that, if someone were able to force him to use his powers, then much of the world would be in trouble. There was slight resistance from Lou, but her request to find Cyrus was granted.

Rita set out immediately, finding information that connected Cyrus' disappearance to the human experiments she had been investigating. It seemed that Avalon were working on a way to supercharge Radiant abilities, and they wanted to use Cyrus to power their experiments. It took a month for Rita to find Cyrus.

As she arrived at the safehouse where Cyrus was located, she found the entrance unlocked and deserted. Moving slowly, Rita was unable to find a single guard as she moved deeper into the safehouse. She thought that she heard a single scream once, but it was so quiet and short she was unsure if she had actually heard it. However, worried about it, she started to speed up. As she approached the main room, she could see the windows were covered in flames.

Bursting through the window, she saw her brother covered in flames. All around him were the burnt corpses of scientists. Cyrus looked exhausted, but there didn't seem to be much danger. Rita quietly called out his name. Cyrus turned to see her as she carefully walked towards him. Suddenly, he called out for her to dodge as he threw a wall of fire at her.

Rita blinked to the side, dodging the fire as it spread out behind her. She checked over her shoulder to see why Cyrus had thrown fire where she was standing.

BANG BANG

Rita's head shot back around.

Cyrus still stood facing Rita.

His look of worry had disappeared.

In its place was a look of shock.

The world seemed to freeze.

And then Cyrus fell.

Rita blinked right to Cyrus and caught him as he fell backwards. There were two bullet wounds in his back, one in the stomach and one in his chest.

Cyrus: "I knew you would find me."

Rita: "Hold on for a little bit. I'll get some help—"

Cyrus: "No. I'm not going to survive this."

Rita: "Don't give up so soon—"

Cyrus: "You know that these injuries can't be healed."

Rita: "STOP! I will save you!"

Cyrus: "\*Chuckles\* You never know when to give up, do you?"

Rita: "But—"

Cyrus: "It's ok. You should live for yourself anyway."

Rita: "Live for myself? I'm an assassin! How can I do that?"

Cyrus: "That's for you to find out."

Rita: "So after all of this, all of what I worked for, THIS is how it ends?"

Cyrus: "\*Coughs\* If you think of this as the end, you won't be able to go any further."

Rita: "Then what is this?"

Cyrus reached over to his wrist and took off his bracelet. It had a plain, military grade kevlar band. The band also seemed to be fireproof. The band was holding a small, clear, reinforced plastic dome. The plastic dome was empty. Placing it into both of his hands, he started to create fire. Ignoring his sister's cries, he continued to create fire, placing it into the bracelet. The flames slowly grew hotter and hotter as Cyrus channeled as much power as he could into the bracelet. As the flames seemed ready to devour everything around the two siblings, they suddenly stopped. Now the plastic dome held what looked to be a fire inside of it. Cyrus handed the bracelet to his sister.

Cyrus: "A new beginning."

Rita: "What is this?"

Cyrus smirked through his pained expression: "My flames."

Rita: "What? Are you saying that this bracelet has your powers?"

Cyrus: "Yes."

Rita: "But how?"

Cyrus: "I took all of the power I had out of me and put it into that bracelet. I couldn't put all of it in there, but I got as much as I could without wasting too much."

Rita: "So you're powerless now?"

Cyrus: "Yeah."

Rita: "But why?"

Cyrus: "I'm gonna die anyways. No use in holding onto my powers."

Cyrus: "Just promise me one thing."

Rita: “Anything.”

Cyrus: “Only use those powers for yourself. If you keep living as Father’s dog, give that bracelet to someone else.”

Rita: “But why?”

Cyrus pointed at a burnt piece of clothing a short distance away from him. When Rita picked it up, her eyes became filled with a look of horror.

Cyrus: “You see now?”

The cloth had the engraving of a Claes family assassin.

Rita: “No, no, no no no No NOOO!”

Cyrus: “Rita! Calm down- \*Violent Coughing\*”

Brought back to reality by her brother’s coughing, Rita fell onto her knees. She felt as if her reality was shattered.

Rita: “{Quiet} Why?”

Cyrus: “From now on, do what you want. I just wanted to protect you too.”

Rita: “Then thank you, Cyrus.”

Cyrus: “\*Sighs\* Life can be weird I guess. But I don’t regret anything. Especially not this.”

As he talked, Cyrus put his hand on Rita’s cheek.

Cyrus: “Don’t forget, sis. Trust those that you trust. Live as you want to live. And be yourself.”

Cyrus: “Goodbye, sis.”

Rita: “Afscheid.”

For the second time, Rita felt someone’s hand fall from her face as they breathed their final breath. And for the second time, Rita couldn’t manage more than a single tear.

Time passed. Rita didn’t know how long it had been. Had it been a minute? An hour? More?

She didn’t know.

Rita tried to stand, but her mind wouldn’t listen. Her arms felt heavy. Her legs started to go numb. Her head felt so full of thoughts that she felt it was going to explode.

And then it did.

Her grief spilled out of her in an explosion of white flames.

The light that had filled her mind ignited into pure white flames.

Rita felt as if her mind was burning. Her source of power started to explode.

And then her mind gave out, and she fell deep into unconsciousness.

When Rita awoke, she found the testing room in ruins. The ceiling had caved in, rocks and rubble of all sizes littered the floor, and the faint glow of moonlight filtered through a hole in the roof. Her brother's corpse lay cold, yet untouched by the falling rubble. Regrouping, Rita moved her brother into a large crack in the floor, covering his body with rubble and dirt. She gave herself a minute of weakness, allowing herself to get lost in thought, before sealing her grief deep inside of her.

Since the entrance was blocked off, Rita decided to leave through the hole in the roof. Moving underneath it, she charged up her powers and blinked forwards, hoping to make it to the exit in one go. As she burst forwards, she felt an explosion of power from within her, causing her to fly way above the hole. Now 5 meters in the air, Rita knew that she had to do something to save herself the risk of getting injured. With no other option, Rita, somewhat realizing how much more power she was able to use, decided to blink again, this time forwards and slightly down.

Calming herself, she began to charge up her powers again, but stopped when she realized her powers were already charged from before. Not questioning how, Rita took advantage of this, bursting forwards and landing cleanly on the ground.

Now out of danger, Rita tried to understand what had just happened. Not 30 minutes ago, Rita had struggled to collect enough light energy to dash forwards 5 meters once. But Rita had just blinked 15 meters, and she had done it twice.

However, what Rita was most confused about wasn't what she had been able to do. It was how she did it. To her, the power she drew from before felt like a bright abyss. Her powers were there, but the space still felt empty. Now, when she had used her powers, the space had felt different. It didn't feel like the same light she had trained to use for the last 10 years. Rita didn't know how to explain it, but it wasn't the same. And the abyss no longer felt empty.

Confused by her extreme jump in power, Rita knew she had to find out what had happened to her. She knew very little about the interactions between powers, and she had never seen anything similar to what her brother had just done. While Rita had her suspicions, she wanted to hear the truth from a trusted face.

And that was when she remembered the business card.

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The airport was very busy as Rita stepped off of the plane. She could see people moving up and down the runway, moving luggage and bringing fuel to planes. Looking towards the airport, she could see countless American citizens moving around, making their way towards the many departure gates. There was a light breeze in the air which was causing Rita's black hair to float lazily over her right shoulder.

It had been a month since her brother had died. Following his death, Rita had snuck into the family mansion to retrieve her belongings. She packed only what could fit in a suitcase before heading out.

As soon as she made it to the town nearby, she headed into an alley and, after checking that it was empty, called the number Sabine had given her. The person who answered her was an American man who seemed to be in his 40s. When the man asked how she had gotten the number, Rita mentioned how Sabine had given it to her when they met up 10 years earlier.

Using Sabine's name seemed to shift the man's attitude towards her. He wouldn't answer any of her questions, but he gave her an address in America and a time, and also said that he would provide her with the necessary transportation to arrive there. He claimed that if she were to show up there, then he would decide whether or not to answer her questions.

Rita came back to reality when the cab driver announced that they had arrived at their destination. Stepping out of the car, she grabbed her suitcase out of the trunk before stepping onto the sidewalk. She could hear the cab driver speed away as she faced down the bar in front of her. The windows had a slight yellowish hint to them, and the wood walls were slightly splintered, but the old, neon sign still shone brightly against the evening skyline. Without hesitating, Rita stepped through the wooden double doors and into the bar.

Inside there were only two people. The bartender was hiding his face, wearing a black mask underneath a large, white hat. A large, white robe covered everything below his cheeks, and the goggles he wore shone a deep shade of blue. He was refilling the drink of the other man in the bar when she walked in. Suspicious of the amount of information even his clothes seemed to hide, she nearly forgot about the other man in the bar until he cleared his throat. Slowly shifting her gaze over to him, she saw an older man in his late 40s. His head was covered in gray hairs, from the hair that poked out of the orange camo hat he wore to his neatly trimmed beard.

His look in his eyes held a gleam of experience that made Rita feel as if the years she spent fighting would seem like a vacation to him.

“Brimstone.”

Dawn paused as Brimstone continued

“Who are you to us?”

The question seemed ambiguous, but Rita understood. She hadn’t forgotten what Sabine had told her originally when she had been given the business card.

‘You must forget yourself. To be a human is the same as a death sentence on the battlefield. So you must become something other than human. What that is would be your choice.’

Rita was ready to reply with her codename when she stopped. The people that had given her that name had betrayed her. The people that name represented had killed the only person who had believed in her. Why should she represent those people? She shouldn’t. No, she wouldn’t. She would leave the sunset behind and turn towards the light that had given her hope all those years ago.

And that’s when it hit her.

“Dawn. I am Dawn.”

The older man, Brimstone, who had been quietly judging her, smiled at the determination in her eyes that accompanied her answer.

“Good. I see that Sabine was right about you. You are strong for a kid.”

The bartender slid a drink over to the seat in front of her. Taking the hint, she sat down, holding the glass up to her eyes.

The bartender spoke for the first time, “I could kill you without resorting to that, girl.”

Dawn could tell that he wasn’t bluffing, but she was unfazed. She had flipped the table when she had been fed the impossible, and she wasn’t scared to do it again. Dawn didn’t care whether it was a test or not, she wouldn’t take a threat softly. Still maintaining her composure and casual body language, Dawn blinked at the bartender, stopping herself as her knife blade sat less than a millimeter away from his throat.

“I hope so.”

Both the bartender and Brimstone looked surprised at how quick and certain her response was, but their surprise didn’t last long. As Dawn started to shift her blade closer to the bartender’s throat, she heard the old man behind her.

“It’s safe to say that you would have passed if that was a test. But don’t kill him. We need his skills.”

Never taking her eyes off of the bartender, Dawn slowly retracted her blade and blinked back to her seat, regaining the same, casual composure she had moments before.

“The world must not have been kind to you.”

For the first time since she sat down, Dawn shifted her eyes to Brimstone.

“Of course not. That’s why I abandoned it.”

Brimstone’s eyes seemed to glaze over with a faint sense of nostalgia and longing at her words. But it only lasted for a moment, making Dawn wonder, for the first time, what his life must have been like.

“Were you told what you would be doing here?”

“Revenge. But that doesn’t matter anymore.”

“Have you killed before?”

“Too many times, and yet still not enough.”

“And how about your Radiance?”

Dawn hesitated for a moment.

“I don’t know anymore.”

The two men seemed confused at her answer, but before they could ask anything else, Dawn showed them the bracelet on her right wrist. The flame in it still shone a bright orange, but now there were streaks of white.

“I was given this. Used to be light, but now my powers have become more potent. I came here for answers.”

The bartender shifted to get a better look at the gadget. Even with his full face mask and blue goggles, Dawn could tell that he was enticed by her brother’s memoir.

“Who gave you this?”

Dawn shifted back to look at Brimstone. He seemed just as intrigued as the bartender, but clearly for a different reason.

“My brother.”

“And where is this brother now?”

“Dead.”

Brimstone still seemed curious about her brother. Dawn began to suspect that what he had done was something no one had done before. As the three of them went

quiet, Dawn knew the questions they wanted to ask. Still unsure if she wanted to tell her story, she knew she needed to explain something before deciding.

So she did.

“Shot in the back by his own family. I couldn’t do anything.”

The look of shock in Brimstone’s eyes didn’t go unnoticed by Dawn, and it asked his question for him. Dawn finally decided to tell the truth.

“He was the oldest Claes. He was a strong Radiant, but hid his powers. Then he was kidnapped. The family couldn’t afford a leak.”

Looking at both of the men at the bar, Dawn picked up her drink and held it up to her mouth, not taking a sip.

“If this goes any further than this pub, I’ll kill both of you.”

With that, Dawn finally took a sip of the drink that she had been given.

Immediately, she began to feel groggy, but she wasn’t surprised. In fact, she had expected it.

“Now then, let’s see where the real test takes place.”

And with that, Dawn collapsed onto the floor, unconscious.

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Dawn’s eyes fluttered open to a flat, gray roof. Groggily sitting up, her memories of the pub started to come back to her. Rubbing her eyes, Dawn started to look around the room she found herself in. She was sitting on a military grade cot, held off the ground with a metal bed frame. In front of her was a large, metal door and to her right was a small, wooden desk. On the desk sat an old fashioned rotary phone that looked surprisingly new. The door looked impossible, but Dawn checked it anyway. As she expected, the door handle wouldn’t move. Before moving over to the desk, Dawn checked to see if there was anything else in the room, namely under her bed—which resulted in nothing—or under the desk—which resulted in a lot of dust, but nothing else. Seeing no other option, Dawn stepped over to the desk and picked up the phone.

“Name”

Dawn heard an automated voice through the phone. Slightly surprised but not unexpected, she quickly answered the voice’s question.

“Dawn.”

“Agent 0 log in, success. Updating mission schedule.”



The voice paused. Dawn heard a click coming from the door, but before she could check the door, the bottom of the desk slid open to reveal a hidden drawer. Inside of the drawer was a small, rubber bracelet with a sensor on the inside.

The voice continued, "Equip training bracelet and leave the room to the left. Head to the armory. The bracelet will be your key."

As the voice finished, the line went dead. Dawn took the hint and headed to the door. Twisting the metal handle, the door swung open, revealing the white, tiled wall of a long hallway. Heading to the left, Dawn found herself facing another metal door, just like the one in the room she had just left. As she approached, a tile in the wall next to the door opened to reveal a small sensor. Pressing the bracelet she just put on up to the sensor, the door swung back to reveal a small armory. Inside sat the weapons she had brought into the pub with her on the floor. Behind them was a wall of weapons, each taking up their own cubby alongside the extra ammo necessary. Dawn walked into the room, collected her blades, and took a step back to look at the wall. Dawn knew that she wouldn't be able to take many weapons with her, maybe a primary firearm and a pistol max. Taking her assumed limitations and unknown circumstances into consideration, Dawn knew that she should pick the weapons that best suited her abilities. No matter what was to come, she should be ready to fight her way. Keeping this in mind, Dawn slowly walked in front of the wall, scanning each weapon. Finally, after a minute or so, Dawn finally reached out for a weapon. Pulling a LP-15 Ghost, a silenced pistol, off of the wooden wall, Dawn put the sidearm into a holster on her left hip. Seeing how nothing had changed, Dawn reached to grab her second, main weapon: a SSR-50 Revenant silenced sniper rifle. As she took it off of its hook and placed it on her back, a cage came down from the ceiling, blocking off the other weapons. Smiling at her choices, made sure to take the extra ammo supplied before heading back out into the hallway.

As she stepped back out into the hallway, the overhead lights shut off. Quickly imbuing light energy into a throwing star, Dawn threw it across the hallway. As it flew down the hallway, sticking itself into the wall 40 meters further down, Dawn blinked back to the door of the holding room. Creating a small orb of light around her, Dawn pulled out the Ghost and peeked around the corner of the doorway. Around 50 meters down the hallway was a large, metal garage door that sat half open. In the way were multiple different sized wooden barriers, each featuring

splinters and bullet holes. Not letting her guard down, Dawn slipped out from the holding room doorway, quietly walking along the wall towards the garage door. Stepping through the opening, Dawn finds herself temporarily blinded by the lights returning. In that moment, she hears a familiar, tiny, metallic click. The click of a weapon's safety switching off. Dawn quickly regained her composure and blinked slightly backwards, hiding her skills while letting a bullet fly just past her face. Pulling out the Ghost, Dawn watched as a figure stepped into the open. In front of her stood a dark skinned, tall man of Afro-British descent, sporting a black long sleeve shirt with a white Phoenix graphic underneath his white jacket. In his hands was an AR-762 Vandal.

"Woah there! Don't get ahead of yourself there."

Dawn didn't react to his words at all, raising her gun just slightly to warn the man in front of her.

Seemingly annoyed at her silent response, the man vented his frustration before continuing on, "Come on, you're no fun. Now then, I was told by Brim you wanted a test, eh?"

"Do you guys recruit without one?"

Her blunt response earned a chuckle from the Brit, "Of course not. Just that our tests usually take place before we make a move."

"But I made that move for you?"

"Spot on mate."

The man reached his right hand forward, leaving his gun in his left, "The name's Phoenix. I'll be making sure you can survive in a fight."

Dawn followed suit and shook Phoenix's hand, "If that's all then I guess this won't take long."

As she grabbed his hand, Phoenix tightened his grasp before unleashing a burst of flames in his palm. He looked at her face, expecting to see horror or pain in the young girl's eyes.

But Dawn knew this would have happened, "Unfortunately for you, I'm used to fire."

With that, she created a stronger pulse of light, pushing Phoenix away before blinking away.

"Ohh, so that's how you wanna play, huh?" The Brit seemed excited at her direct approach, but his eyelids were trying to wipe away the shock in his irises as he raised his gun.

As she darted into cover, Dawn threw back a throwing star infused with light energy into his gun, knocking his aim off slightly. Letting a dagger fall from each of the sleeves of her jacket into her hands, she charged energy into them and dashed forwards, using the energy in her blades to change direction in the middle of her dash. Retracting the blades back into their sheaves, she pulled out a ghost. Just then, the throwing star, which had landed in the wall next to Phoenix, exploded into brilliant light. Dawn checked where he was, hoping for an easy takedown, but he had already moved. She hated to admit it, but that jokester was the real deal. Putting the Ghost back into its holster, Dawn drew her blade and started to work. She blinked onto the high ground, using her sword to increase the distance she could travel at once. Reaching the highest point in the room, Dawn swapped her blade for the sniper rifle, scanning the room for the first time. She noticed the structure of the room, with its many rectangular boxes creating smaller hallways and corners. The front of the room was open, allowing for head on engagements, but the rest was made up of hallways and corridors similar to many cities. Scanning for any trace of Phoenix, Dawn finally saw him on the far side of the room. Before she could take a shot, he slipped behind cover, unaware of her position. Dawn very quickly formulated a plan before dropping from the high ground. As she fell, she took a shot at his location with the rifle before blinking forwards. As he peaked towards the shot, she threw another throwing star, exploding it out of her vision so it only blinded him. Temporarily blinded, Phoenix threw up a wall of flame to block her sight. Having to back off, Dawn landed on top of a nearby box. Just as her feet hit the ground, a ball of fire flew around a corner, exploding into light. Instinctually, Dawn drew her sword and placed it in front of her face as she recovered from her blindness. She felt two pings on her sword, but she couldn't block everything, as a bullet skimmed her right shoulder. Now able to see again, Dawn blinked down from the box she was on, only to appear just above Phoenix. As she fell, sword in hand, Phoenix launched a massive wave of fire in her direction, seemingly trying to force her to back off. However, Dawn decided that if this were going to be a test, then she would show up for real. Channeling her powers into her blade, she let the fire envelop her. Surrounded in flames, she finished charging her blade and struck forward, slicing through the flames around her, slicing through Phoenix, and landing behind the Brit, cutting slightly into the ground. Still slightly crouched from landing, Dawn sheathed her sword, letting the excess energy flow down the sheath and onto her right hand.

As she stood up, she heard Phoenix's body break up into flames. Now that her fight with him was done, Dawn decided to close out her performance. She had noticed the stares that fixated on her, and finally decided to act. Channeling the extra energy from her right hand into her sniper, Dawn quickly brought the scope up to her eye and took a shot at the wall above the hidden door at the front of the room. As the bullet hit the wall, there was the sound of glass shattering, followed by a faint gasp of surprise. Now able to see into the room behind the wall, Dawn quickly swapped the sniper for her daggers and blinked through the small hole in the glass. Landing just behind two very familiar figures, she smirked before calling them out.

"I guess I was right. That didn't take long."

A familiar, husky voice sounded from behind her, "You never fail to surprise me." Turning around, Dawn was met with a few familiar faces and a few she didn't recognize.

"Well then, welcome to Valorant agent."

Dawn smiled at Brimstone's words, "Alright then. What's next?"

Key:

SSR-50 Revenant (SSR = Silenced Sniper Rifle)

Silenced Semi-Automatic Sniper Rifle (Most similar to the KSV)