

# VALORANT AGENT TIER LIST

GOATED					
A					
B					
C					
D					
Unplayable					

## AGENT BREAKDOWN

(Characters in order by tier from left to right)

### ***S TIER***

**Chamber (Sentinel):** Undeniably the best agent in the game. If you are looking to dominate and carry your team to victory every game, Chamber is the agent to accomplish that goal. Because of his immense strength to create something from nothing, he is an essential component to every team as his ultimate alone can win a round and change the entire course of a game. If you are looking to climb the ranks, this agent **MUST** be on your team every single game.

### ***A TIER***

**Raze (Duelist):** One of the best, if not the best, agents for taking duels and creating space for your team. With a kit designed to clear out corners to take control of the map, Raze offers significant potential to success for any team that uses her kit properly in synergy with the rest of the team. The ultimate of Raze is extremely useful in buying time or creating space, however, as of lately it seems to be unreliable as moments where it should be a guaranteed kill shows its inconsistency as they don't result in kills.

**Neon (Duelist):** Very unique amongst the duelists as her kit includes a bit of everything. Decent movement that enables her to create space for her team, her wall can block enemies' vision to enter a site, and her concusses allows her to take advantageous fights to obtain man-advantages for the team. Lastly, her ultimate should result in a free kill, maybe two, however, it definitely is one of the weaker ultimates in comparison to other duelists with the recent changes of adding the necessity of getting headshots with her ultimate.

**Fade (Initiator):** Hands down currently the best initiator in the game, Fade provides immense knowledge and information for your team to use to optimize your chances of winning each and every round. Her eyeball and cage are decent in clearing out angles and revealing where opponents are, but where her true value comes is in her prowlers and ultimate. Her prowlers are extremely good because of her ability to control where they go and due to their immense amount of health. Using them properly will set up your duelists with immense amount of information of where opponents are located and potentially even fights with opponents blinded or caught shooting at the prowlers instead. Her ultimate is an exceptionally viable method for clearing sites or retaking sites as it creates a trail of where the opponents are whilst also muting their audio. Paired with her eyeball or prowlers, her ultimate creates utter chaos for your team to explode onto the site to take it or retake it depending on the situation.

**Kayo (Initiator):** Kayo is the next best initiator due to his ability of gaining immense amount of intel regarding the opponents positioning and his ability to delay the enemy from taking or retaking a site. His knife, although it is his basic ability, is one of his best tools to success as it not only informs you where and who are in a certain area, but also silences them (unable to use abilities). Thus, it provides not only information of where the opponents are, but also delays their ability to advance and take control of the map. The other strong aspect of Kayo is his control over his flashes. The ability to right-click (small toss/drop) a flash for a teammate or even yourself provides incredibly hard flashes to avoid for enemies, giving your team a huge advantage.

**Brimstone (Controller):** Despite the simplicity of his kit, Brimstone is one of the best controllers in the game due to his ability to slow enemies down from taking sites, and also in burning off time in post-plant situations. With 3 smokes, Brimstone is capable of creating enough space on any map for your team to enter the site, and also with his ultimate and molly he is able to buy enough time to win the round alone (if played properly).

## ***B TIER***

**Jett (Duelist):** Jett was once the best duelist in the game because of her ability to escape quickly whilst using an Operator. However, with the development and brokenness of Chamber,

Jett's value has quickly fallen off due to the superiority of Chamber. Still a very viable agent due to her ability to create space with her dash and updrafts, however, if you are looking to climb the ranks in Valorant, I recommend sticking to using Chamber instead.

**Astra (Controller):** Astra is the most diverse controller in Valorant, however, she is also extremely hard to use. Her kit requires the highest communication in order for her to be successful as without it, her utility will be "too little too late" and be useless for the team. However, if played properly, Astra holds immense power with her ability to create space, to stun enemies, and also to pull enemies off of the spike or from planting could potentially steal some tight rounds with her abilities alone. Her ultimate is extremely viable on certain maps (Pearl B site) as it makes retaking a site much more easier or practically impossible depending on which side you are on.

**Sova (Initiator):** One of my favorite agents personally, however, in comparison to Fade and Kayo it is hard to justify slotting in a Sova in their stead. Very useful in obtaining information about the location of where opponents are, however, Sova lacks utility that enables him to delay the advances of opponents compared to the cage of Fade, and the flashes and molly of Kayo. Thus, although he is an extremely fun agent to play, currently there are better agents who create a higher potential of winning for your team.

**Skye (Initiator):** Skye is in a similar position as Sova. She has strengths in her ability to clear enemy positions giving her team space to take control of the map through the usage of her flashes that she can control. However, in comparison to Kayo or Fade, her utility is lacking due to her inability to delay opponents. Along with that, her ultimate is one of the weakest ultimates in the game, thus, making her hard to justify in comparison to Kayo (who also has flashes).

**Sage (Sentinel):** Sage is a viable option for a lot of maps, however, often it is at the sacrifice of something else (only having 1 initiator instead of 2). She is great at slowing down a team using her slows and wall, she is able to heal her teammates and also bring a teammate back to life with her ultimate. Overall a very good agent, the question solely is whether she is more valuable compared to having another initiator, and in my opinion she is not (Icebox being the exception because of her ability to wall off A site and to plant the spike on B)

**Viper (Controller):** A capable controller in holding a site by her own, Viper is extremely viable only on certain maps due to her lacking smokes. Essential on Breeze and Icebox, however, unplayable on practically any other map. Often she is too predictable and unreliable due to her inability to move her smoke wall or orb once placed. As a result, often your team will be forced to go to a site once her wall is committed. Her ultimate is very good and her snake bites are extremely successful when paired properly with her poison orb for post plant situations, however, I would still prefer a Brimstone who can accomplish that same post-plant success whilst having more options on offense rather than one single smoke wall.

## ***C TIER***

**Breach (Initiator):** Viable on certain maps, Breach is one of the best agents in delaying and buying time. With his abilities to stun enemies, flash enemies, and force enemies off from planting or defusing, Breach definitely has potential in any game or team. However, his inability to gain information is difficult to justify without another initiator on the team.

**Phoenix (Duelist):** Phoenix is one of the weakest agents in the game. The worst flash in the game along with no movement abilities to create space, Phoenix offers almost nothing for a team. Compared to Raze and Neon, there is almost no reason to pick Phoenix in any situation unless your team has no other source for flashes (which they almost undoubtedly will if they are good).

**Killjoy (Sentinel):** Killjoy is one of the weaker sentinels due to her limitation in leaving her utility as she has to be nearby in order for them to operate. What saves her kit is her ultimate. Her lockdown can force an enemy team off a site completely nearly guaranteeing a round if played correctly. However, often times enemies save ultimates specifically to destroy the ultimate of killjoy thus rendering her nearly useless for the team.

**Omen (Controller):** Despite his capabilities, the biggest issue with Omen is the fact that he only is kitted with 2 smokes. Yes, they replenish after some time, however, two smokes usually isn't enough for taking a site (some maps it is, most it isn't). Along with that, Omen's ultimate is one of the weakest ultimates in the game as it only gains minimal intel only to result in nothing 9/10 times.

## ***D TIER + Reyna***

**Harbor (Controller):** The newest agent to be added to the game is a bit of a downer due to his weak kit and inability to be a viable option on his own. Without the utility needed to prevent and slow opponents from taking sites and map control, Harbor can only be played alongside another controller. This means sacrificing a different component of the team and begs to question whether he offers enough to replace what that other agent could have offered. In my opinion (I have played him extensively and exclusively since his release) he needs a buff. He is restrained too much by the positioning required to use his utility properly without creating other problems and is really only good in retake situations. His utility alone will not stop a team from pushing into a site as the punishment for pushing through his walls is practically nothing.

**Cypher (Sentinel):** Cypher is a legendary sentinel that is extremely fun to play if you are looking to hold a site on your own as his traps and wires paired with his camera provides an impenetrable site. However, the problem with any sentinel is that it is compared to the value that Chamber or other agents bring to the table, and unfortunately for Cypher, other agents bring more value than his kit does. Thus, locking in Cypher over Chamber or a Fade or Kayo is on the verge of throwing if you are looking to rank up in Valorant.

**Yoru (Duelist):** Yoru is one of the hardest agents in the game. Equipped with a clone, flashes, and a teleporting ability, Yoru can create chaos and havoc within the server. However, to do so it requires immense skill and knowledge of Yoru in order to out brain and out play your opponents. If you aren't a Yoru main, I recommend locking in a different agent until you have mastered how to use him properly.

**Reyna (Duelist):** Arguably the best solo agent in the game (other than Chamber because he is the best without a doubt in almost everything), Reyna offers nothing in a team setting. Her flashes are the worst flashes in the game, she has no movement to create space for the team, and her ultimate only is beneficial if you are fragging out, if even then. Any other duelist adds more value and potential to a team's success than she does (except maybe yoru). However, if you are going to drop 30 kills with her, instalock her because why not.