

| Possible roles | | | Info about role | Assoicated | Associated | Associated Characters |
|----------------|---------------------------|-----------------|--|--|--|---|
| Support | Defense | Anchor | Defend/anchor a bombsite with abilities | High ability use? | - Sentinels - Initiators - Controllers | - Killjoy : known as an anchor b/c of her abilities, turret ability is defensive in nature, recon ability, ulitmate is about the site/bombsite - Cypher : abilities focus on slowing opponents - Chamber : can single handely defend a site - Brimstone: seems like abilities are split between attacking and defending sites - Astra: seems like abilities are split between attacking and defending sites - Viper: can aid in locking down a site |
| | | | Don't move around as much | Low movement | | |
| | | | Aren't expected to perform as well on the scoreboard | Low elims | | |
| | | Healer | Aren't expected to perform as well | Low elims | - Sentinels - Initiators | - Sage : healer ability - Skye : healer ability |
| | Offense | Recon | Move around the map to | High movement | - Sentinels - Initiators - Controllers | - Cypher : ultimate is about revealing locations of enemies - Sova : abilites inform about team's location, weaponry, and approach - Skye : has ability that can reveal enemy location |
| | | | Use abilities to gather more information about the state of the game & enemies | High ability use? | | |
| | | Crowd Control | Use abilities to allow | High ability | | - Sova : used offensively to set plays up for his team, Ultimate Ability - Omen : ability that reduces the vision of ALL agents - Breach : All abilites are about breaking into sites and inhibiting enemies - Skye : has abilities that initiate fights, break into sites - Harbor : seems to be focused on blocking and moving opponents - Astra: seems like abilities are split between attacking and defending sites - Brimstone: seems like abilities are split between attacking and defending sites |
| | | | Control flow of the game | N/A | | |
| | | | Use of Daze or Stun to slow agents, obstruct vision and aiming | High ability use? | | |
| | | | | | | |
| Leader | Offense | Entry Fragger | high mobility | high movement metric | - Duelists - Initiators | - Jett : classic duelist known for agressive playstyle that can get into sites, kit mostly is centered on self - Reyna : agressive style that can self heal - Raze : abilities are oriented on mobility and damage - Phoenix: flexible kit that could also be a lurker if you have another entry fragger |
| | | | Land shots | high elims | | |
| | | | First to enter an objective or | not really sure | | |
| | | | First contact to either make a play or gain as much | first blood/first blooded? | | |
| | | | Often in a position of least | high deaths | | |
| | | Secondary Entry | Follow behind the Entry | not really sure | - Duelists - Controllers - Sentinels | - Yoru : aggressive kit made for getting into sites - Neon : kit is built for speed, agression |
| | Not as dangerous as entry | high elims but | | | | |
| | Defense | Lurker | Located away from team | not really sure | | - Astra : ability to deploy abilities from any part of the map - Omen : abilities alents allow him to be anywhere across the map at any given time, teleport - Cypher : abilities allow him to know where teammates are - Viper: possibly, some abilities - Killjoy: possibly, abilities are not dependent on others, can enter a site without help - Phoenix: flexible kit that could also be a lurker if you have another entry fragger |
| | | | Provides information on rotations and map state | not really sure how to capture this, without information on where teammates/op | | |
| | | | Lurkers need to have a strong kr | N/A | | |
| | | | Get kills from the opposite side of the map | not really sure how to capture this, without information on where | | |
| | | Oper/sniper | Use of operator | use of operator | I think this can be anyone, but maybe specifically: - Duelists - Controllers | I think any character could be a sniper, but I think its usually Jett, Chamber, Sage, Omen, Reyna, Killjoy, Raze b/c of helpful abilities |
| | | | high elims | high elims | | |