

[Duskbreaker #3535](#): Allie, Endless Anger

[Duskbreaker #3584](#): Tessa, Vengeful Destruction

[Duskbreaker #8485](#): Meg, Jealous Rage



Ever since they met in middle school, the three 'sisters' have been inseparable.

By age, Allie and Tessa were born in the same month, March, with the smaller Meg in August, but all three exuded an air of young women with old souls, far wiser than their antics let on.

Allie, the other two girls agreed, was the leader, the decision-maker, the protector, for she was physically stronger and slightly taller than her sisters.

Tessa was methodical, plotting, and studious. Ever clever in her classwork, and fiercely protective of her mates, especially the often picked-on Meg.

The school bullies made fun of both her real name, "Megaera", as incessantly as her little lisp, wondering why her tongue seemed to be too big for her mouth.

Immediately after their Ancient History unit on Greek Mythology, they could not ignore the coincidence between their friendship, and the stories of the three Furies - The Kindly Ones. They swore an oath to extract vengeance and justice to those unfortunate to cross them.

"We're no haghth though," Meg would remind them.

The day came to their school where the universe revealed The Kindly Ones' true destiny when Duskbreaker VR educational training (DVET) program was launched. A privately-sponsored program funded by video

game developers at DuskTech who seized the moral responsibility to train up young potential recruits.

Allie and Tessie took to the VR Masks and 3rd-person gameplay simulations easily - they had grown up playing their grandparents old FORTNITE VR games online since they could hold a controller. Meg struggled, however. Even though she took to the simulation and routinely scored in the top 10, something about the VR simulation made her nauseous after more than 30 minutes.

A year after the DuskTech VR program was launched, the girls won invitations to the first international competition in 2088, having first earned the top 3 scores in their school, and a regionals by a wide margin.

"Let's give 'em hell!" Allie's battle cry echoed across the stage of the DuskTech finals arena.

"Gribbles make my skin crawl," Tessa muttered under her breath as she dispatched half a dozen with a flourish of her wrist.

Each of the 110 DVET qualifiers, including the three Kindly Ones, wore their Floating Crowns - a symbol to the world that these young Breakers-to-be had earned through perseverance, skill, and determination.

It was on this stage that Allie, Tessa, and Meg would get their Big Break - a chance to make a difference, to prove their worth, to make a name for themselves. Along with hundreds more entrants from around the world, the three sisters battled aboard the virtual Dusk as if their futures depended on it.

When the competition completed, none of the three would remember much of the details of that day. Allie's VR Mask went dark due to a firmware incompatibility; this fueled her endless anger for months to come. Tessa's above-average performance of 26,700 points would place her at an above-average 142nd place - nothing to brag about, but enough of a defeat for her to vow vengeful destruction to any gribble to cross her in real life.

Meg would never forget vomiting in front of a worldwide audience, ripping off her VR Mask and running off the stage screaming, "THIT! THIT! OH THIT!" She would forever be jealous of her sisters' scores during the competition, and her seething rage would serve to quell her nausea whenever she donned the VR Mask in the future.

Ever since, the sisters have been inseparable, a trio of gamer girls bound by fate.