

CHANTILLY MODEL UNITED
NATIONS PRESENTS

Ninjago

CHMUN XXI

Crisis Simulation

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Dossier:

Kai – Master of Fire

Kai is passionate, impulsive, and fiercely loyal to those he cares about. As a skilled swordsman and powerful elemental user, he often takes on a leadership role in high-pressure situations. Though sometimes hot-headed and impatient, Kai is driven by a strong sense of justice and a desire to protect his friends, especially his sister Nya. His fire powers mirror his intensity and determination.

Jay – Master of Lightning

Jay is energetic, quick-thinking, and known for his clever humor. A talented inventor and tactician, he frequently uses both his speed and his mind in battle. Although he can be anxious and insecure at times, his deep loyalty to the ninja team and his relationship with Nya keep him focused. Jay's lightning abilities make him an unpredictable and agile fighter in any confrontation.

Cole – Master of Earth

Cole is dependable, level-headed, and physically powerful. As one of the most grounded members of the ninja, he often provides stability and emotional strength to the team. He values honor, discipline, and the importance of doing what's right, even when it's difficult. His elemental control over earth makes him a nearly unstoppable force when defending his allies.

Zane – Master of Ice

Zane is calm, calculated, and deeply introspective. As a Nindroid, he brings a unique blend of emotion and logic to every mission. Despite his mechanical origins, Zane is one of the most human members of the team, with a strong moral compass and sense of identity. His ability to control ice allows him to adapt to threats with cold precision and unmatched composure.



Lloyd – Master of Energy

Lloyd is the youngest of the core ninja but holds immense power as the Green Ninja. He is thoughtful, courageous, and burdened with high expectations as the prophesied leader of light. Constantly striving to live up to his legacy and do what's right, Lloyd balances wisdom and youthful determination. His elemental energy grants him versatile and powerful abilities that can rival any other master.

Skylor – Master of Amber

Skylor is resourceful, intelligent, and highly independent. Her unique power allows her to absorb and temporarily use the powers of other elemental masters, making her incredibly versatile and dangerous. Raised under the influence of her father, Master Chen, Skylor often keeps her true intentions hidden, but she is not easily manipulated. She is a highly capable and strategic fighter.

Karlof – Master of Metal

Karlof is strong-willed, blunt, and immensely powerful. Hailing from a working-class background, he is proud of his heritage and often uses his strength to speak for him. His ability to turn his body into solid metal makes him nearly invulnerable in battle. Though not always the most diplomatic, Karlof's sense of fairness and loyalty earns him the respect of his fellow competitors.

Griffin Turner – Master of Speed

Griffin Turner is fast-talking, impatient, and always on the move. His elemental power gives him superhuman speed, which he uses to overwhelm his opponents and escape danger with ease. Although he can come across as cocky or aloof, his intentions are usually good. Griffin prefers to rely on his instincts rather than long-term planning.



Ash – Master of Smoke

Ash is elusive, quiet, and observant. He uses his ability to control and become smoke to deceive, distract, and surprise his opponents. Ash rarely speaks unless necessary and prefers to let his actions speak for him. His stealth-based fighting style makes him one of the most unpredictable participants in the tournament.

Shade – Master of Shadow

Shade is brooding, tactical, and highly secretive. His ability to merge with and manipulate shadows allows him to appear and disappear at will, giving him a major advantage in stealth combat. He prefers to work alone and keeps his distance from most of the other fighters. Shade sees alliances as temporary tools rather than lasting relationships.

Neuro – Master of Mind

Neuro is intelligent, controlled, and cerebral in his approach to every situation. His ability to read and influence minds makes him a powerful psychological opponent, often staying two steps ahead of his enemies. Neuro values reason, strategy, and logic, and is more interested in understanding others than defeating them physically.

Bolobo – Master of Nature

Bolobo is eccentric, cheerful, and deeply connected to the environment. With control over plants and natural life, he uses his powers both defensively and creatively in combat. Though his demeanor may seem lighthearted, Bolobo possesses a deep wisdom and cares passionately about harmony and balance.



Tox – Master of Poison

Tox is sharp, sarcastic, and fiercely independent. Her power to emit and control poison makes her dangerous at both close and long range. Tox doesn't easily trust others and often keeps people at a distance, though she respects strength and honesty. Her combat style is unpredictable and relies on outlasting her opponents.

Jacob Pevsner – Master of Sound

Jacob is lively, musical, and sometimes overly dramatic. He channels sound waves through his guitar-like instrument, creating concussive blasts and sound-based attacks. He's enthusiastic about self-expression and often uses humor or music to disarm tension. Despite his eccentricity, Jacob is brave and quick to stand up for others.

Pale Man – Master of Light

Pale Man is elusive and rarely seen. His power over light allows him to bend visibility, create blinding flashes, and mislead enemies through illusions. He speaks very little, choosing to act without drawing attention. His presence in the tournament is quiet but impactful, as few can predict his movements or motives.

Chamille – Master of Form

Chamille is cunning, manipulative, and skilled at deception. Her shape-shifting ability allows her to take on the appearance of others, making her a natural spy and infiltrator. She enjoys psychological games and often uses her power to gain trust—or break it. Chamille operates independently and sees alliances as strategic, not emotional.

Soraya – Master of Magma



Soraya commands molten rock and intense heat, controlling flowing magma with devastating power. She is fierce and unyielding, often overwhelming opponents with sheer destructive force. Despite her fiery temperament, she values resilience and believes strength is forged through hardship.

Crocodile – Master of Sand

Crocodile manipulates sand to create storms, quicksands, and shifting barriers. She is elusive and patient, using the ever-changing nature of her element to confuse and trap foes. Her calm demeanor masks a strategic mind always adapting to new challenges.

Caribou – Master of Swamp

Caribou's connection to murky waters and dense wetlands gives him control over swampy terrain and muddy substances. He is wild and unpredictable, using his environment to his advantage. Though often underestimated, his cunning and adaptability make him a tough contender.

Eira – Master of Snow

Eira's mastery over snow allows her to create blizzards and freezing gusts that disorient enemies. Calm and precise, she uses her cold powers defensively and offensively to control the battlefield. Her snow abilities emphasize purity and clarity, reflecting her composed nature.

Gravis – Master of Gravity

Gravis controls gravitational forces to increase or decrease weight and pressure, manipulating the battlefield itself. Stoic and disciplined, he views combat as a balance of power and control, and often uses his abilities to tip fights in his favor with subtle precision.

Sensei Garmadon



Sensei Garmadon is a wise, reformed former villain who now serves as a mentor and moral guide to the ninja. Once corrupted by dark powers, he has since renounced evil and committed himself to a path of peace, balance, and redemption. As the father of Lloyd and brother of Sensei Wu, Garmadon offers a unique perspective on good and evil, and often encourages the ninja to think critically and act selflessly. His experience, insight, and strength of character make him a respected figure in elemental circles.

Nya

Nya is a tactical woman who can easily think on her feet. As the creator of Samurai X and one of the best engineers on the official ninja team, Nya remains one of the key factors in keeping the ninjas(including her brother, Kai) alive in dire situations. As Kai's sister and closely affiliated with the Ninja team, Nya's ethics make her one of the most trustworthy people in the entirety of Ninjago, and her technical skills make her one of the smartest people present at the tournament.

