

CHANTILLY MODEL UNITED
NATIONS PRESENTS

The Kane Chronicles

CHMUN XXI

Crisis Simulation

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1. **Walt Stone**

A living flesh contradiction of restraint and death, Walt is death personified. Cloaked in funeral power and divine silence, he does not seek attention, but draws it in like air before quiet. His magic is necrotic, old, and heartlessly confined, mastering amulets, death wards, and curses that decay even time. Serene in posture but burdened with death, he is among the few whose coming disturbs gods. Every step seems to seal a tomb.

2. **Zia Rashid**

A powerful magician from the First Nome, Zia Rashid combines discipline with subtle intensity. As an initiate of the way of Ra, she summons fire and hieroglyphic magic with strategic precision and minimalist style. Her combat magic is the reason the House of Life keeps her as a prized agent, but her true power lies dormant, trapped deep beneath coverings of obligation and secrecy.

3. **Julius Kane**

Both a genius Egyptologist and an unstable magical portal, Julius Kane uses knowledge like a sword. His mind is in ancient grooves, deciphering celestial configurations and hieroglyphs that elude everyone else. Julius hides a raging ambition: experiments in playing host to gods reduce him to a man who teeters on the very precipice of greatness or ruin. As a walking paradox of discipline and desperation, Julius is the stormfront to everything that follows.

4. **Amos Kane**

Enigmatic and acutely sensitive to the currents of the Duat, Amos Kane is watchman and scholar in one, being enigmatic and authoritative. More mature as a magician and as Julius' brother, he threads the needle between personal obligation and House of Life politics with the experienced caution. His specialty is in the field of illusion, protection wards, and divine perception, far more often a guardian than a wielder of unbridled force.



5. **Michel Desjardins**

The Chief Lector, leader of the House of Life and protector of the pharaoh, is not only a commander, but a storm in ritualistic robes. Michel Desjardins is an absolutist who clings to the holiness of order with theological rigor that leaves no room for compromise. His magic is thick with authority, predisposed to aggressive strikes and combat evocations. Michel channels raw suspicion into brutal decrees, with a will not to be quickly challenged.

6. **Ruby Kane**

Hailing from deep roots with unshakeable serenity, Ruby Kane displays several subdued strengths. Her magic leans toward healing, protection, and stabilization, revolving around spells which endure rather than flash. She favors defensive tactics rather than offensive, but knows where to draw the line. Her serenity stands not as a weakness, but a strength, as her tempered control advances her spells on the ground.

7. **Sarah Jacobi**

A fresh face for the militant faction of the House of Life, Sarah Jacobi is a standard bearer in enforcement. She obeys orders without hesitation, and her magic is strategic, swift, and brutally pragmatic. Little room for sympathy exists with Sara, as she cuts forward with purpose, making her a loyal spearpoint in the House of Life. A spark of doubt would be crushed before the thought could be considered, making her a formidable ally.

8. **Bast**

Equipped with both, edge and finesse, Bast is primal and lightning-efficient. Although her divine bloodline gives a particular aptitude for fighting, she resolves to agility-based magic, including reflex spells, shadow work, and close-combat hexes. Unlike the average magician, she does not strategize her fights, but dances through them. Bast's presence alone deters chaos, and when unleashed, she is a tempest of precision.



9. **Kwai**

Young, resourceful, and single-handedly dedicated, Kwai is a rebellious magician whose ambitions outgrow his own maturity. He utilizes kinetic magic with slithery motion, with a tendency to weave mayhem through silent incantations and swift-summon strikes. Not yet a notable presence in the House of Life, but his intense gaze and calculated movement hold promise for a life of either grandeur or detonation.

10. **Leonid**

The initiate's reserved technician, Leonid prefers building to fighting. His expertise in earth and stone-related magics have made him a valued engineer and defence tactician. Rarely heard above any hum of voices, he is still irreplaceable on the battlefields for providing frame support, including, but not limited to, his knowledge with deciphering inscriptions in ruined walls to using his ingenuity to bring innovative solutions to the table.

11. **Jaz (Jasmine Anderson)**

A combat leader with the instincts of a healer, Jaz channels holy healing through clear precision and inner balance. Her magic recharges, cleanses, and stabilizes even the most chaotic energies, not so much passively as by active act of will against entropy. She speaks to bones, blood, and memory, and they obey her command.

12. **Felix Phillips**

Mercurial and overflowing with confidence, Felix is the chaotic good of the magician's lot. His forte is summoning; in this case, penguins, whether the situation demands it or not. As frequently underrated due to his humor, Felix's illogical thinking and natural quick-thinking for divine energy make him a valuable, but unanticipated asset. Behind his smile lies an intelligence greater than that which his gags mean.



13. **Alyssa**

A well-blended mix of imminent, expectant, and insightful, Alyssa is a liquid elemental magician, wielding water in all its forms. Her spells, revolving around steam veils, water shields, ice blasts, etc., all derive from dominance of chaos in a collected fashion. She does not usually take the front, but her movements control the rhythm of the field, changing the odds in her favor.

14. **Julian**

Eyes wide and perhaps a little too self-assured, Julian uses flashier magic: a combination of light, fire, and spectacle. His style is one of visual domination and elemental bursts, but his control sometimes lags behind. Nevertheless, his style has a roughness, and when pressed, Julian sends bursts of wild brilliance off the wall. His fire is real, powerful, and not always fully under control.

15. **Cleo**

Book-smart and genius-level intelligent, Cleo is an expert in dead languages and forgotten rituals. She casts her spells with a scrollwork, glyph-inked, and runic-patterned script which accesses the energies of the past. She is more dangerous with a reed pen than most are with a staff, and her mind is a labyrinth of perception and potentiality. Her spells are not invented, but unearthed, making her an unpredictable foe.

16. **Valentina Diaz**

A storm in the flesh, Valentina Diaz unleashes brutal magical elementalism with a speciality in wind and lightning. Brute force instead of finesse is her approach, with large-area shock spells and bludgeoning gusts of wind as her default in battle. Valentina is a firebrand in the making and a hurricane in combat, with an unbending loyalty to the cause underneath her volatility.



17. **Sean Ryan**

Hard-edged and brooding, Sean Ryan is a structural caster who focuses on magic which enforces and channels with precision. Barrier walls, glyphs of power funneling, and shockwave casting earthed through himself are among his endeavors. He does not create a spectacle unlike some of his peers, but merely holds the line. Where others collapse, Sea forges form from the chaos.

18. **Mel**

Unpredictable and electric, Mel wields magic which thrives on chaos and surprise. Her style blends quick illusions, spontaneous bursts of raw energy, and emotional manipulation. Never one to follow a plan, Mel's spell casting is spontaneous and wild, making her a difficult target and an even more difficult opponent to read. Her unique approach is her greatest asset, turning the tide by disrupting enemy focus and fracturing their cohesion.

19. **Shelby**

Shelby is remarkably impulsive and artistic. Her magic moves in and out of illusions, close-quarter bursts, and emotional projection, as she tends to warp visibility and mood with her unique flair. She is a chaos mage by nature, if not by discipline, and tends to disrupt enemy rhythm with flashy or erratic incantations. There is nothing linear about her tactics, that being her greatest asset.

20. **JD Grissom**

A traditionalist by strategy, JD is structured and strongly rooted in classical Egyptian spellcraft. His combat magic consists of elemental blasts, staff control runes, and legacy evocations. He believes in structured combat flow, and when he is leading, others move like a regiment. JD commands with training, not temper, and it is evident.



21. **Anne Grissom**

Anne Grissom puts order into magical chaos, working primarily with protection glyphs, reinforcement spells in place, and squad harmony enchantments. Her specialty is stabilizing rituals under strain, with layered wards, grounding circles, and recovery pulses. She is not regarded to be typically aggressive, yet is noted to be priceless when her spells start to break under pressure.

22. **Paul**

Impulsive, obstinate, and aggressively direct, Paul is notorious for his brute-force magic, an arsenal of explosion glyphs, fire spells, and impact-force energy. His magic has no subtlety, but overwhelms his opponents with raw energy. He charges headstrong, using force and intuition to drive himself forward instead of planning in advance. Paul's tactics are undeniably risky, but his battlefield presence is certainly explosive.

23. **Mikhail Desjardins**

A picture of confidence and cold command, Mikhail Desjardins is a stiff, high-precision mage. Being rune-bound in his style, he effortlessly bends arts of staff hieroglyphs, command seals, and anti-protection incantations to his command. He likes structure and authority in both magic and combat. It is noted that his casting does not adapt well, but when it does, there is no stopping him.

24. **Jerrod**

Jerrod is quiet, analytical, and unsettlingly perceptive. A master of concealment and detection magic while a subject of Thoth, he specializes in counter-intrusion spells, veiling, and magical tracking. His presence is rarely felt, but his absence is dangerous and unsettling on the battlefield. He is regarded as the lockpick in a world of battering rams.



25. **Wayne**

Blunt, gruff, and uncompromisingly practical, Wayne is a reinforcement caster who focuses on anchor magic, defensive layering, and spell resilience. Although regarded to be a slow-moving force, he is immovable. In his practice, he is a powerful conjurer of bulwarks, magical lattices, and resistance glyphs. His magic does not simply leap, it stands and rarely breaks under pressure.

