

CHANTILLY MODEL UNITED  
NATIONS PRESENTS

# Arrowverse



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*CHMUN XXI*

*Crisis Simulation*

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*Disclaimer: Each delegation will be composed of a character and its variant/doppelganger across the multiverse. It will be assumed that every character and variant are alive in their respective world and/or timeline and this committee will run as a multiversal and trans-temporal council.*

## **1. Cisco Ramon**

A brilliant mechanical engineer for S.T.A.R. Labs, Cisco Ramon became the metahuman Vibe after exposure to dark matter. He can generate powerful vibrational blasts, open inter-dimensional breaches, and sense vibrational anomalies (vibing past or future events), serving as Team Flash's tech genius and portal opener. His creativity and intellect are major strengths, but his occasional self-doubt or emotional attachments can be weaknesses. Cisco is allied with Team Flash and later became a key resource for A.R.G.U.S.

- **Variant: Reverb**

Reverb was Cisco's power-hungry doppelgänger from Earth-2, who also possessed devastating vibrational abilities but used them for ruthless criminal enterprise. He commanded incredibly potent sonic blasts, inter-dimensional travel, and vibrational control. His strength was his immense power and ruthless ambition, yet his arrogance and reliance on destructive force ultimately led to his demise. Reverb was primarily allied with Zoom as a formidable enforcer on Earth-2.

## **2. Caitlin Snow**

Caitlin Snow is a highly intelligent bio-engineer and a skilled medical doctor at S.T.A.R. Labs, essential for treating metahuman injuries and providing scientific analysis. Her core strengths are her brilliant scientific mind and compassion, making her a vital support system for Team Flash. A significant weakness was her internal struggle to control her emerging metahuman alter-ego. Caitlin is allied with Team Flash.

- **Variant: Killer Frost:**

Killer Frost is a metahuman persona residing within Caitlin Snow, capable of cryokinesis, allowing her to generate intense ice blasts, create intricate ice constructs,



and absorb heat. She later became a hero, responsible for protecting Central City with her unique cold-based powers. Her strength lies in her formidable abilities and fierce loyalty, but her initial cold demeanor and past villainy were vulnerabilities. Killer Frost transitioned from an ally of villains like Zoom to a core member of Team Flash.

### 3. **Wally West**

Wally West, a brave and impulsive young man, gained superhuman speed through dark matter exposure, becoming the heroic Kid Flash. His powers include immense velocity, enhanced reflexes, and rapid healing, which he uses to protect Central City and assist The Flash. His youthful eagerness and desire to prove himself are strengths, but his impulsiveness and occasional lack of discipline can be weaknesses. Wally is primarily allied with Team Flash and later the Legends of Tomorrow.

- **Variant: Flashpoint Wally West**

In the altered "Flashpoint" timeline, Wally West was the established Kid Flash of Central City, wielding superhuman speed with greater experience than his Earth-1 counterpart had initially. His responsibility was to be Central City's primary speedster hero, already proficient in battling rogues. His strength lies in his combat readiness, but the fragile nature of his reality was a significant weakness. He operated as a solo hero within that specific timeline.

### 4. **Jay Garrick**

The original Flash from Earth-3, a seasoned and profoundly wise speedster who gained his superhuman speed through a scientific accident involving heavy water. His responsibility is to protect his Earth and mentor younger speedsters like Barry. His strengths are his extensive experience, deep understanding of the Speed Force, and unwavering moral compass, while his age and the weight of past losses are vulnerabilities. Jay is allied with Barry Allen's Team Flash and his own Earth's heroes.



- **Variant: Hunter Zolomon**

Hunter Zolomon was a deeply disturbed serial killer from Earth-2 who gained superhuman speed during his world's particle accelerator explosion, becoming the terrifying villain Zoom. He was obsessed with being the fastest, ruthlessly stealing speed from others, and possessed superhuman speed, phasing abilities, and tactical cunning. His insatiable hunger for power was his strength, but also his ultimate weakness, as it led to his transformation into the Speed Force enforcer, the Black Flash. Zoom was primarily allied with his metahuman enforcers on Earth-2.

## 5. Oliver Queen

Oliver Queen, a billionaire who survived five years of hell, returned as a master archer and tactical genius. He initially operated as "The Hood" to save Starling City, before he took on the role as The Green Arrow. His responsibility was to protect his city from corruption and eventually the world from larger threats. His unbreakable will and resourcefulness are immense strengths, but his tendency to isolate himself and sacrifice for others could be a weakness. Oliver was allied with Team Arrow and later the broader Arrowverse heroes, becoming The Spectre.

- **Variant: Dark Arrow**

Dark Arrow was Oliver Queen's terrifying doppelgänger from Earth-X, a fascist dictator of the New Reichsmen. He possessed the same master archery skills and formidable combat prowess as his Earth-1 counterpart, but his complete lack of morality and ruthless ambition were his defining characteristics and twisted strengths. His absolute intolerance for weakness was a core weakness. Dark Arrow was allied with the fascist regime of Earth-X.

## 6. John Diggle

John Diggle, a former U.S. Army Special Forces operative, became Oliver Queen's bodyguard



and then his closest confidant and partner. He is a master tactician, highly skilled in firearms and hand-to-hand combat, serving as the team's grounded, pragmatic voice. His unwavering loyalty and integrity are his greatest strengths, while his family's safety is often his key vulnerability. John is allied with Team Arrow and later A.R.G.U.S. and Team Flash.

- **Variant: Earth-X John Diggle**

This doppelgänger from Earth-X was a skilled combatant and marksman who used a bow and arrow, serving as a Green Arrow equivalent within the resistance against the fascist regime. His responsibility was to fight for freedom against tyranny. His strength lies in his determination and combat experience, but the overwhelming power of the regime was a constant weakness. He was allied with the Earth-X resistance.

## 7. **Felicity Smoak**

Felicity Smoak is a brilliant, quirky IT expert and hacker who became Team Arrow's essential technological support, "Overwatch." Her unparalleled computer skills and hacking abilities allow her to access vast databases, disrupt enemy systems, and provide crucial intelligence. Her sharp intellect and unwavering loyalty are strengths, but her emotional vulnerability and occasional impulsiveness can be weaknesses. Felicity is primarily allied with Team Arrow and Team Flash.

- **Variant: Earth-X Felicity Smoak**

This doppelgänger from Earth-X was also a brilliant hacker and technical strategist, serving as a vital member of the resistance against the fascist regime. Her responsibility was to provide technological support for their underground operations. Her intelligence and dedication were her strengths, but her limited resources and the constant threat of discovery were weaknesses. She was allied with the Earth-X resistance.



## 8. Laurel Lance (Earth-2)

Known as Black Siren, she was the metahuman doppelgänger of Earth-1's Laurel Lance, possessing a devastating sonic scream capable of shattering objects and incapacitating enemies. Her initial responsibility was to serve as a formidable enforcer for Zoom. Her immense power was a strength, but her past trauma and initial moral ambiguity were profound weaknesses. Black Siren was initially allied with Zoom, then other villains, before finding redemption with the Earth-Prime heroes.

- **Variant: Earth X Laurel Lance**

Siren-X was an even more malevolent version of Black Siren from Earth-X, a loyal member of the Fascist regime. She mercilessly wielded her destructive metahuman sonic scream to enforce the fascist agenda, showing no remorse or moral conflict. Her strength was her potent, unbridled power, while her complete lack of empathy made her a dangerous and irredeemable villain. She was allied solely with the New Reichsmen.

## 9. Kara Danvers

Kara Danvers is a Kryptonian refugee who works as a reporter while secretly operating as Supergirl, her planet's last daughter and Earth's protector. She possesses vast superhuman strength, flight, x-ray vision, freeze breath, and heightened senses. Her unwavering hope, compassion, and courage are her greatest strengths, but her vulnerability to Kryptonite and the emotional weight of her past are weaknesses. Kara is allied with the D.E.O., the Justice League, and the broader Arrowverse heroes.

- **Variant: Overgirl (Earth-X):**

Overgirl was Kara Danvers' evil doppelgänger from Earth-X, a super-powered Fascist loyalist of the New Reichsmen. She possessed all of Supergirl's immense Kryptonian powers but used them for tyranny and conquest, embodying extreme brutality and unwavering loyalty to her regime. Her immense power was her strength, but her



inability to adapt to truly selfless heroism was her weakness. Overgirl was allied solely with the Fascist regime of Earth-X.

## 10. J'onn J'onzz

J'onn J'onzz is the last Martian, living on Earth as the benevolent director of the D.E.O. while secretly operating as the powerful Martian Manhunter. He possesses a vast array of Martian powers, including telepathy, shapeshifting, flight, superhuman strength, and invisibility, using them to protect Earth from alien threats. His wisdom and compassion are profound strengths, though his inherent Martian fear of fire is a significant weakness. J'onn is allied with the D.E.O., Supergirl, and other heroes of Earth-Prime.

- **Variant: Earth-X J'onn J'onzz**

This doppelgänger from Earth-X was a version of J'onn J'onzz who used his Martian powers to fight as part of the resistance against the oppressive Fascist regime. His strength lies in his resilience and powerful abilities, dedicated to fighting for freedom. His vulnerability would be the overwhelming forces he faced. He was allied with the Earth-X resistance.

## 11. Alex Danvers

Alex Danvers is Kara's fiercely protective adoptive older sister, a highly skilled bio-engineer, expert field agent, and formidable combatant for the D.E.O. She is proficient in various weapons and hand-to-hand combat techniques, responsible for protecting Earth from extraterrestrial threats. Her fierce loyalty, strategic mind, and combat prowess are strengths, but her emotional intensity and vulnerability regarding her loved ones can be weaknesses. Alex is allied with the D.E.O. and Supergirl's team.

- **Variant: Earth-X Alex Danvers**

This doppelgänger from Earth-X was a skilled combatant and medic within the resistance movement against the Fascist regime. Her responsibility was to fight for



freedom and provide essential aid to her comrades. Her strength lies in her resourcefulness and dedication, but the sheer power of the regime was her constant weakness. She was allied with the Earth-X resistance.

## 12. Ray Palmer

A brilliant billionaire inventor, scientist, and CEO of Palmer Technologies, he was the inventor and scientist who developed the A.T.O.M. Exosuit, granting him flight, energy blasts, and incredible size manipulation (shrinking or growing). He is responsible for using technology to make the world better. His optimism and genius are immense strengths, though his occasional naivete or over-reliance on tech can be weaknesses. Ray is allied with Team Arrow, Team Flash, and the Legends of Tomorrow.

- **Variant: Earth-X Ray Terrill:**

Ray Terrill, The Ray from Earth-X, was a heroic metahuman who could manipulate and emit light, granting him flight, powerful energy blasts, and light-based constructs. He was a leader in the resistance against the Fascist regime, responsible for fighting for freedom. His powers were a clear strength, but the overwhelming might of the regime was a significant weakness. He was allied with the Earth-X resistance.

## 13. Martin Stein

Professor Martin Stein was a renowned nuclear physicist whose extraordinary scientific intellect and expertise in nuclear physics formed the "brains" of the Firestorm matrix. His responsibility was to guide his younger counterparts and act as a moral compass. His wisdom, calmness, and vast knowledge were his strengths, but his physical vulnerability as a non-powered human when not merged was a key weakness. He was allied with Team Flash and the Legends of Tomorrow.

- **Variant: Earth-X Martin Stein:**



This doppelgänger from Earth-X was also a brilliant scientist and a crucial member of the resistance against the Fascist regime. His responsibility was to use his intellect for the cause of freedom. His scientific acumen was his strength, but his physical limitations and the threat of the regime were his weaknesses. He was allied with the Earth-X resistance.

#### **14. Jefferson Jackson**

A talented mechanic and former high school athlete from Central City. When merged with Professor Stein, he formed the "brawn" of Firestorm, gaining flight, superhuman strength, and the ability to project powerful nuclear energy blasts. His strengths were loyalty and courage, but his initial reluctance to be a hero and his emotional connection to Stein were vulnerabilities. Jax was allied with Team Flash and the Legends of Tomorrow.

- **Variant: Earth-X Jefferson Jackson**

An extremely skilled mechanic and a brave resistance fighter against the Fascist regime, his responsibility was to combat the oppressive forces. His strength lies in his resilience and practical skills, but the overwhelming power of the regime was a constant weakness. He was allied with the Earth-X resistance.

#### **15. Leonard Snart**

A cunning career criminal, wielded a Cold Gun that could freeze targets instantly and create ice constructs, operating as Captain Cold. His responsibility was primarily to himself and his crew, though he later became a reluctant hero. His strategic mind and a surprising code of honor were strengths, but his inherent criminal nature and self-interest were weaknesses. Snart was initially allied with the Rogues, then the Legends of Tomorrow.

- **Variant: Earth-X Leonard Snart / Citizen Cold:**

A heroic doppelgänger from Earth-X, Snart was a key leader in the resistance against the Fascist regime. He possessed a heroic version of the Cold Gun, capable of freezing targets and creating ice barriers for defensive purposes. His strength was his bravery and



strong moral compass, fighting for freedom, but the overwhelming power of the Axis was a clear weakness. He was allied with the Earth-X resistance.

## 16. Harry Wells (Earth-2)

A brilliant scientist from Earth-2 whose unparalleled scientific intellect and sharp deductive reasoning made him a vital strategist and a key member of Team Flash. His responsibility was to help defeat Zoom and later aid Team Flash. His immense intelligence was his strength, but his abrasive social skills and deep love for his daughter, Jesse, were also vulnerabilities. Harry was primarily allied with Team Flash.

- **Variant: H.R. Wells (Earth-19)**

H.R. Wells was an optimistic and charismatic Harrison Wells doppelgänger from Earth-19, known more as a creative "idea man" and talented novelist than a scientist. His responsibility was to inspire and support Team Flash. His unconventional thinking and emotional intelligence were strengths, but his lack of scientific expertise and occasional naivete were weaknesses. H.R. was allied with Team Flash.

## 17. Ronnie Raymond

A brilliant structural engineer who, after a particle accelerator explosion, merged with Martin Stein to form Firestorm. As one half of the matrix, he provided the physical control, flight, superhuman strength, and ability to generate and manipulate nuclear energy in the form of fire blasts. His courage and selflessness were immense strengths, but the volatile nature of the Firestorm matrix and his eventual heroic sacrifice were weaknesses. Ronnie was allied with Team Flash.

- **Variant: Deathstorm (Earth-2):**

Deathstorm was Ronnie Raymond's malevolent doppelgänger from Earth-2, a corrupted version of Firestorm. He wielded dark, destructive nuclear powers, including



intense pyrokinesis, plasma blasts, and formidable brute strength, using them for chaos and destruction. His immense power was a strength, but his sadism and cruelty made him a dangerous and ultimately disposable villain. Deathstorm was primarily allied with Zoom as an enforcer.

### **18. Iris West (Earth-Prime)**

A dedicated and courageous journalist, who rose through the ranks to become editor-in-chief of the Central City Citizen using her sharp journalistic instincts, strong leadership, and exceptional communication skills to uncover truth and aid heroes. Her responsibility is to inform the public and often serves as Team Flash's emotional core. Her resilience and unwavering support are strengths, though her occasional headstrong nature can be a weakness. Iris is allied with Team Flash.

- **Variant: Iris West (Earth-2)**

A highly skilled and determined detective in the Central City Police Department. Her responsibility was to uphold the law in her reality. Her investigative prowess and bravery were strengths, but the criminal elements of Earth-2 were constant threats. She was allied with the CCPD of Earth-2.

