



PERCY JACKSON JCC

CAMP HALFBLOOD // MOUNT OLYMPUS

CAMP HALFBLOOD

Percy Jackson	Daniel Walters
Annabeth Chase	Emily-Frances Marshall
Grover Underwood	Hariaksha Gunda
Luke Castellan	Sean Hong
Thalia Grace	Mary-Kathryn Bryant
Tyson	Vishnu Gunda
Nico di Angelo	Bryce Hampton
Bianca di Angelo	Elizabeth Albrecht
Rachel Elizabeth Dare	Rachel Yun
Clarisse la Rue	Jennifer Koh
Travis Stoll	Azraf Hossain
Connor Stoll	Tajwar Hossain
Silena Beauregard	Hallie Foster
Will Solace	Erin Pope
Katie Gardner	Brianna Broadnax
Zoe Nightshade	Minjae Eum
Charles Beckendorf	Miles Haughery
Hercules	June-Ha Ko
Leo Valdez	Anton Maninang
Piper McLean	Yeachan Park
Jason Grace	Akshar Patel
Hazel Levesque	Claiborne Davis
Frank Zhang	Sarah Stephen Foshee
Calypso	Daniel Park
Billie Ng	Aniyah Richardson

MOUNT OLYMPUS

Zeus	Jaewon Woo
Hera	Jillian Richardson
Poseidon	Heidi Chiou
Demeter	Christopher Mackey
Ares	Caden Bishop
Athena	Anna Painter
Apollo	Adela Sheng
Artemis	Eli O'Connor
Hephaestus	Austin Lin
Hermes	Emilee Middleton
Dionysus	Brandon Nguyen
Hades	Tom Walker
Hestia	Alaceia Wright-Taylor
Pan	David Hwang
Circe	Sage Ellis
Nike	Mackenzie Calhoun
Nyx	Trinity Espinosa
Persephone	Madison Ann Morgan
Hypnos	Conner Lough
Janus	Sherlenthia Brazzley
Nemesis	Andrew Moore
Tyche	Jason Yoon
Eris	Daewon Kwon
Asclepius	Aniyah Kelly
Hebe	Lexi Menefee

Aphrodite	Taylor Rogers
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CHARACTER DESCRIPTIONS

Character descriptions help give you a better understanding of your character's personality, powers, and what roles they might play in committee. Staying in character is part of what makes this committee so fun!

Although it's recommended that you read the Percy Jackson series, it's not required. Please try to familiarize yourself with the books and their plots at least.

Percy Jackson: Son of Poseidon. Has water powers and can use water to heal. Also very good with horses/pegasi and can ride them.

Annabeth Chase: Daughter of Athena. Intelligent, natural leader, and master strategist.

Grover Underwood: Satyr. Very loyal to Pan, and best friends with Percy. Can eat almost anything.

Luke Castellan: Son of Hermes. Helpful and responsible when he feels like it. Would probably not go along with everything the gods say, as he spent most of his life hating them.

Thalia Grace: Daughter of Zeus, half-sister to Jason, got turned into a tree and was the protector of Camp Halfblood. Leads the Hunters of Artemis, and very close with Luke (he protected her on the journey to Camp Halfblood).

Tyson: Cyclops, son of Poseidon, really great at building things. Good with horses.

Nico di Angelo: Son of Hades, brother to Bianca. Can be really emo.

Bianca di Angelo: Daughter of Hades, sister to Nico. Was briefly a huntress of Artemis. Kind and wise beyond her years.

Rachel Elizabeth Dare: Not technically a demigod, but hosts the spirit of the Oracle of Delphi. Can see the future in a cryptic way. Has the Sight, AKA she can see all of the things that demigods can.

Clarisse la Rue: Daughter of Ares. Always down to fight.

Travis Stoll: Son of Hermes, brother to Connor. Mischievous.

Connor Stoll: Son of Hermes, brother to Travis. Also mischievous.

Silena Beauregard: Daughter of Aphrodite. Lead counselor for the Aphrodite cabin, and very nice and helpful.

Will Solace: Son of Apollo. Head counselor for the Apollo cabin, and just a really nice dude in general.

Katie Gardner: Daughter of Demeter. Head counselor for the Demeter cabin, and not super fond of the Stoll brothers. Great at growing things.

Zoe Nightshade: Another leader of the Hunters of Artemis. Formerly a Hesperide (sunset and ocean nymphs who are daughters of Atlas) but was exiled. Doesn't like male heroes a lot because of a fight she had with Hercules.

Charles Beckendorf: Son of Hephaestus. Head of the Hephaestus cabin for a while, and one of the few campers who was nice to Tyson.

Ethan Nakamura: Son of Nemesis. He traded his eye for a chance at revenge on all those who wronged him, so now he has a cool eyepatch. Stayed at the Hermes cabin for a while, until his allegiance shifted and he fought against the demigods.

Leo Valdez: Son of Hephaestus and a head counselor of the Hephaestus cabin. Along with being able to build and fix things like other children of Hephaestus, Leo can also control fire.

Piper McLean: Daughter of Aphrodite and a head counselor of the Aphrodite cabin. A naturally good fighter and can sing with Charmspeak (hypnotism that can make people do things on command). She can also resist Charmspeak to an extent.

Jason Grace: Son of Zeus, half-brother to Thalia. Very good fighter and incredibly strong.

Hazel Levesque: Daughter of Hades and half-sister to Nico and Bianca. Can create/call forth precious metals.

Frank Zhang: Son of Aries. As a son of Aries, he's great at all forms of physical combat, like sword-fighting, and strong as well. He can shapeshift into any kind of animal, whether mythical or real.

Calypso: Daughter of Atlas. Very close with Leo, and has some magic left over from her time as a Titan, although she is mortal currently. She's a sorceress in the same vein as Circe, and can control most forms of magic, such as healing or creating wind.

Billie Ng: Daughter of Demeter. She can control plants like all children of Demeter, and is a great cook.

Zeus: God of lightning and thunder, king of the gods, one of the "Big Three," and a really terrible dad. Father of Thalia and Jason. Can use the Master Bolt, which is a huge lightning bolt that all other lightning bolts were designed after.

Hera: Goddess of marriage and family, queen of the gods. Generally dislikes demigods. Can turn into small animals (like a bird) when she needs to hide or spy.

Poseidon: God of the sea, one of the "Big Three." Father of Percy and kinda-father of Tyson. A little bit temperamental, but usually a pretty chill guy. Can control the weather and sea.

Demeter: Goddess of the harvest, and oversees the growing season. Mother of Katie and Persephone. Really dislikes Hades because he kidnapped her daughter.

Ares: God of war who is down to fight 24/7. Father of Clarisse and Frank.

Athena: Goddess of wisdom, arts and crafts, and strategy. Mother of Annabeth. Clever and innovative, yet proud and easily angered.

Apollo: God of prophecy, the sun, music, and archery. Father of Will. Loves to be the center of attention, mostly because he thinks he's good at everything (and he sometimes is). Very proud and stubborn.

Artemis: Goddess of the moon and the hunt. Resides over the huntresses of Artemis. Likes to do her own thing without being bothered by everyone else. Very good with a bow, and even better with her handmaidens (the Hunters of Artemis) by her side.

Hephaestus: God of the forge. Father of Charles and Leo, and technically married to Aphrodite. Can build or fix basically anything.

Hermes: God of communication, travelers, merchants, and thieves. Serves as the gods' messenger. Father of Luke, Travis, and Connor. Clever and mischievous, and a sort of jack-of-all-trades.

Aphrodite: Goddess of love and beauty. Mother of Silena and Piper. Really likes to play matchmaker (which usually doesn't end well).

Dionysus: God of wine, parties, and madness. Lowkey really scary. Begrudgingly serves on staff at Camp Halfblood, where he can only drink Diet Coke. :(

Hades: God of the dead and wealth, one of the "Big Three." Rules over the Underworld. Husband to Persephone and father of Nico, Bianca, and Hazel. Not very personable and really impatient.

Hestia: Goddess of the hearth, home, and family. Humble, kind, and a generally calming presence; also very important because she kept all the gods from killing each other every time they got in a fight.

Pan: God of satyrs and nature. He disappeared for a while, and many satyrs take journeys to try to find him.

Circe: Goddess of sorcery and magic. Doesn't like men. A specialist in herbs and many other healing practices, as well as other powerful magic.

Nike: Goddess of victory. Friends with Athena (she would sometimes drive her chariot in battle), and values a good game and a good winner above all else.

Nyx: Goddess of nighttime. Mysterious, shadowy, and very old--even older than the Big Three.

Persephone: Goddess of spring and wife to Hades. Likes to help heroes, and can often go against her husband's wishes (because he kidnapped her).

Hypnos: God of sleep. Brother of Thanatos and Nyx, and usually stays in the Underworld.

Janus: God of beginnings, choices, and doorways. Sneaky and clever.

Nemesis: Goddess of revenge, and sister of Tyche. More feared than worshipped in ancient times, and always makes sure you get what was coming to you.

Tyche: Goddess of good luck and fortune, and sister of Nemesis. Likes to help people out, but usually doesn't come when called.

Eris: Goddess of discord and strife. Tends to be the contrarian of the group.

Asclepius: Demigod son of Apollo who was granted immortality and became the god of medicine.

Hebe: Goddess of youth. Believed to be able to restore a person's youth.

JOINT CRISIS COMMITTEE PROCEDURE

As a Joint Crisis Committee, delegates will be placed in one of two committees; the demigods will be in Camp Halfblood with chair Milto Geleta, and the gods will be in Mount Olympus with chair Frannie Seabrook. Mortals and immortals will have to set aside their differences and work towards a common goal. This means that events that happen in one committee will influence the other, and vice versa. When coming up with plans to help solve the crisis, don't be afraid to get creative! Even an idea that sounds far-fetched can end up working out.

You are free to dress up as your character on Friday, but please come in Western business attire Wednesday and Thursday.

WHAT IS A JOINT CRISIS COMMITTEE?

While traditional General Assembly and Specialized committees operate on a static timeline, Crisis does not. Instead, the actions the delegates take directly affect each update and influence the eventual end result of the committee. The philosophy of a MUN crisis is as follows: a regular Model UN topic ends when a resolution is passed, you don't see the outcome of the resolution, and you clap and move on to the next topic. In crisis, many smaller (or larger) decisions are made which you immediately see the outcomes of and have to deal with. It is dealing with the consequences of your actions which makes crisis so unique and compelling.

Instead of writing working papers and resolutions like a GA, in a Crisis Committee you write **directives**, which are basically mini-resolutions that you send to Crisis Control. Crisis Control will then present what happened after your directive was put into place,

and whether it worked, failed, or something in between. Directives are simple bullet-point lists of what you wish to carry out, and don't require preambulatory or operative clauses.

You can also write **crisis notes**, which are direct notes to Crisis Control asking for something--for example, a delegate might write a crisis note asking for a cool sword to help defeat the enemy with, or to ask an outside character to help you gather information.

Perhaps the most fun part of any JCC is your character's **crisis arc**, or their backstory. Every character has friends and enemies, and many have hidden agendas as well. Working to craft these and put them in place is a great way to spice up debate.

POSITION PAPERS

Position papers are not required for JCC, but don't forget to still do your research! Also you're welcome.