

MORE ROLES – SLEDGE - Send Your Own scenes you feel works for the characters below.

SLEDGE / OLDER BROTHER

Male. Black. Late 20s–Early 30s. 6’0+ preferred. Athletic or imposing build.

The masked antagonist of the film. Once a sensitive, protective older brother, he survived a childhood massacre and was left behind in the walls of the family cabin. Years of isolation and trauma have hardened him into something mythic.

He rarely speaks. The performance is physical — posture, stillness, breathing, eye work. His violence is controlled, not frantic. In the final act, the mask comes off and he reveals vulnerability beneath the rage.

Performance Notes:

- Must command screen without dialogue.
- Strong physical presence.
- Capable of subtle emotional devastation in the reveal scene.
- Not a cartoon villain — tragic, wounded, dangerous.

KYLE

Male. Black. 23–28. Athletic but grounded.

Destiny's boyfriend. Calm, emotionally intelligent, protective without being possessive. Kyle tries to be the stabilizing force when tension rises. He steps into hero mode when danger appears — but he's not reckless.

His death should feel like a genuine loss.

Performance Notes:

- Warm and believable.
- Natural chemistry with Destiny.
- Strength without ego.
- Must handle light physical confrontation.

PATRICK

Male. Black. 23–28. Attractive, confident.

Bailey's ex-boyfriend. Charming on the surface, selfish underneath. Patrick believes he can talk his way out of anything. He masks insecurity with smoothness and overconfidence.

His arc shifts from cocky to panicked as control slips away.

Performance Notes:

- Charismatic but slightly slimy.
- Strong verbal performance in confrontation scenes.
- Must transition from swagger to fear convincingly.
- Avoid playing him as a caricature — he believes he's the good guy.

DEREK (Younger Brother)

Male. Black. 21–26. Lean build. Energetic presence.

Destiny's younger brother. Goofy, loud, and unserious on the surface. A bit immature. He lightens tension early in the film and acts as a red herring for the audience before his brutal death clears suspicion.

Underneath the humor, there's a protective instinct toward his sister.

Performance Notes:

- Strong comedic timing.
- Natural sibling chemistry.
- Must handle high-intensity death sequence.
- Needs charm so audience feels his loss.

RUBIN (FATHER – Flashbacks)

Male. Black. Late 40s–50s. Authority and warmth.

Former nurse. Calm, steady, emotionally reserved. He appears in flashbacks showing the family dynamic before the massacre. His presence should feel protective — but possibly hiding something.

Depending on trilogy direction, he may carry moral ambiguity.

Performance Notes:

- Grounded, subtle performance.
- Strong emotional stillness.
- Must feel like a real father, not expositional.

DETECTIVE (Recurring Role – Trilogy Potential)

Male or Female. Black preferred (flexible). Late 30s–50s. Grounded presence.

A seasoned local detective who handled the original cabin massacre years ago. Practical, emotionally contained, observant. This character doesn't believe in myths — but they've seen enough strange cases to know something isn't right.

In Film 1, the detective arrives after the carnage and subtly hints that the past wasn't fully investigated. In future installments, this character becomes the bridge between Destiny and the deeper truth about what happened that night.

Tone: Calm authority. Minimal flash. Sharp eyes.

Performance Notes:

- Must feel credible as law enforcement.
- Underplayed intensity.
- Strong listening presence.
- Capable of delivering subtext-heavy dialogue.
- Potential franchise anchor role.

This role should not feel like a horror cliché cop.

Think grounded procedural energy.

GAS STATION ATTENDANT

Male. Any ethnicity. 40s–60s. Weathered.

Local fixture. Knows the woods. Knows the rumors. Speaks carefully. He's not creepy for the sake of being creepy — he's cautious.

He recognizes Destiny. He may remember the family. He hints at the legend without fully explaining it.

This role plants mythology.

Tone: Subtle unease. Not theatrical.

Performance Notes:

- Naturalistic delivery.
- Must avoid overplaying “ominous.”
- Strong presence in stillness.
- Can imply history with minimal dialogue.

This character should feel like someone who's lived near that cabin his whole life.