

FROM **RYAN COOGLER** DIRECTOR OF **BLACK PANTHER** AND **CREED**



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SINNERS

WE ARE ALL SINNERS

ONLY IN THEATERS **APRIL 18**

PROXIMITY

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Sinners (2025) Jumpchain

**By Over-Trade2940 (Reddit) / LongLiveTheAncientKing (Spacebattles) |
V1.1**

On October 15th, 1932, during the Jim Crow era, twin brothers Smoke and Stack returned home to the Laurel Valley Plantation in Clarksdale, Mississippi, after spending years working for the Chicago Outfit—and robbing them blind. Upon returning home, the twins reunite with their younger cousin, preacherboy Sammie Moore.

Using the money that the twins stole from the mob, the brothers purchase an old sawmill with plans to transform it into a juke joint for the Black community of the town, and you'll be joining along for the ride, Jumper.

But be wary, many secrets are lurking beneath the surface. After all, this is a different take on reality, one where rumors of the continued threat of the Ku Klux Klan still linger, and rumors of the Devil's approach. Be wary, as Jeddiah said:

“You keep dancing with the devil... one day, he's gonna follow you home.”

Feel free to take these points; it's gonna be a long night.

+1000 CP

Location [Roll 1D8 or choose for 100 CP]:

Well, where else do you think you're staying at? That's right—you'll be staying in Clarksdale, where the movie takes place. There are several notable locations from the film that are within your reach:

1. **Laurel Valley Plantation** – The twins' old home and the current workplace of Sammie Moore.
2. **Moore Family Shack** – The homestead of the Moore family.
3. **The Church House** – A place of worship, community, and faith for the Black community, led by Preacher Jeddiah Moore.
4. **Bo Chow & Co. Delta Grocery & Market** – Located in downtown Clarksdale, these two grocery stores are run by the Chow family. You'd better keep a lookout for thieves.
5. **The Bogalusa Train Depot** – A bit further out of town in Bogalusa, Louisiana, also known as Delta Slim's patch.
6. **Maybell Plantation** – The “workplace” of Cornbread and his wife Therise, where they tend to field labor as sharecroppers.
7. **Annie's House** – On the outskirts of Clarksdale, this is both the homestead and shop of Annie.
8. **Club Juke** – Formerly a sawmill, now transformed into the twins' Juke Joint.

Age and Gender:

Another choice of your own discretion, Jumper. Gender is a broad umbrella term—whatever you identify as is entirely up to you, whether male, female, non-binary, or other.

As for age, there are no canonical ages for the characters in the film, so instead, we'll just go with the actors' ages for this Jump. This means you can pick an initial age ranging from as young as 20-year-old Miles Caton (who plays Sammie Moore) to as old as 72-year-old Delroy Lindo (who plays Delta Slim).

Origins:

Any Origin can be taken as a Drop-In option should you desire.

Preacherboy – Just like little Sammie, you are the child of a pastor, earning the nickname "Preacherboy" within the community. Alongside this, you are also a sharecropper—forced to work land under the oppressive systems of the Jim Crow South, where opportunity is rare, and debt is assured.

Businessmen – You've got a past, Jumper, and it looks like you're trying to move past it. You're someone who sees opportunity for the people where no one else does.

Drunkard – You've got a bit of a drinking problem, Jumper. Good thing you got the charisma that helps others overlook it, as does your talent for music.

Hoodoo Conjurer – Hoodoo is an African American spiritual tradition created in the Southern United States amongst enslaved African Americans during the 17th century. It blends various spiritual traditions/practices such as herbalism, rootwork, folklore, Bakongo, Vodun, and ancestor veneration. Like Annie, you were taught Hoodoo by your grandmother and maintain a deep connection to its practices and spiritual faith.

Vampire (600 CP) – Well, Jumper, looks like you disagree with Stack. Instead of sticking with the Devil you knew, you went on ahead and became the Devil yourself. Whether you've been bitten by Remmick or underwent the process he did to become a vampire is your choice; regardless, you're no longer human and receive all the benefits and downsides of being a Vampire within this film.

General Perks:

Perks are discounted by 50% should your Origin align with the perk tree, with 100 CP perks being completely free. All General Perks are non-discounted.

I'm married by the way (Free) – Don't know any other way to put it, but your attractive Jumper— a solid 10/10. It would be safe to say that, just going solely off of looks alone, you could give the twins, Mary, Annie, Pearline, or any other good-looking folk in Mississippi a run for their money in the looks department.

Gonna move my body through the whole night long (Free) – Yeah, we not letting you into the Juke just for you to make a fool of yourself. Congratulations, Jumper—you've got rhythm. Means you can move through the blues, hip hop, Irish folk, country— pretty much any song genre and dance right on beat like a pro.

You're beautiful. I just wanna taste you (100 CP) – Yeah, yeah, I know, get your head outta the gutter. This film has a lot of intimate scenes, and just like the Moore family, you've got an aptitude for pleasing your partner. Anyone you choose to be with is going to have the time of their life with you.

You sing, don't you? (200 CP) – Just like Pearline, you've got a voice that the whole Juke wants to listen to. While Sammie has the gift of music with his guitar and Slim has his skill with the harmonica and piano, you are, without a doubt, the best singer within the film, and a voice that can catch anyone's eye.

May God watch over you and be with you (400 CP) – You've been training, Jumper. Like the members of the Choctaw hunting group, you are now capable of tracking, scouting, and hunting the supernatural, standing as a peer to any of their hunting party members.

I'm a soldier, boy. And you just gave me a command (600 CP) – Just like the twins, you've got the skills of a soldier. You possess a talent for killing that can only be rivaled by Smoke himself. Like him, you could beat grown men to death as a child, fight and overpower vampires with your bare hands, and possess the reflexes to blow off a Vampire's jaw with your gun before they can bite you. Even after surviving an entire night of combat against the supernatural, you still have the strength to kill 14 Ku Klux Klan members the next day on your own, with only a bullet wound in your side to show for it.



Preacher Boy Perks:

Jump on the work, don't let the work jump on you (100 CP) – Just like Sammie, you're disciplined Jumper, capable of getting through your daily tasks or quotas as early as possible in order to be free from all of your responsibilities for the rest of the day.

I wrote this song for him (200 CP) – You've got Sammie's writing talent. While it's unclear how long it took him to write "I Lied to You," the earliest we see him humming it on screen is at the beginning of the film in the field, so it likely took only a few hours at most. This talent extends beyond music—skills like this could allow you to reach the level of writing a four-time Oscar-winning film.

Hey, what are you? (400 CP) – Bit of a rude question there, Jumper. Normally, you'd get the black slapped off of you for asking something like that, but anyone you direct this question to will answer you completely honestly. Whether it's identity, history, relationships, supernatural nature, or ethnicity—nothing is off-limits.

The Gift of Making Music (600 CP) – Just like Sammie Moore, you are born with the Gift. You are capable of creating music so powerful it can pierce the veil between life and death, past and future, and even heal your people and culture through sheer musical expression.

You can commune with your people regardless of your history or origin. For Sammie, this manifested through African tribal drummers and shamans, hip-hop DJs, rock guitarists, ballerinas, and more.

This also grants you a supernatural mastery of all forms of music, especially the blues. Be warned, however—the Devil enjoys the sound of your voice... and wants it for himself. You must take the **“My Son Has Felt the Call of Sin”** drawback at no additional cost.



Businessmen Perks:

And He Wants You to Make a Sign for Him (100 CP) – Just like the twins and the Chows, you’ve got the skills to maintain and run a successful business. Knowing when to cut your losses, counting profits, marketing, and attracting clientele are all now skills at your disposal.

Seven Years Ain’t Long Enough to Forget About Us (200 CP) – You’ve got a reputation, Jumper. You’re just as well-known as the Smokestack twins, and you get to choose what kind of reputation that is.

Talking Slick (400 CP) – Just like Stack, you’ve got a natural charisma about you. You can walk into situations that should end in conflict and still come out on top.

You might meet an old flame who should be cussing you out at a train station for missing her mother's funeral after she went and raised you—but instead, she walks away pissed after telling you to rot in hell. You might tell an old friend, “fuck him and his wife,” to their face and walk out unharmed, with your old friend doing you a favor.

You're likable Jumper—still an asshole—but one who can get away with a lot. Just don't push your luck too far.

Numbers always gotta be in conversation with one another (600 CP) -

Just like Smoke and Grace, you know business. You know how to haggle with anyone—or anything—to get the outcome you want. After all, everything has a price, and you know exactly how to pay it.

This can even extend to convincing a vampire not to target someone you care about, in exchange for sparing their life.



Drunkard Perks:

Hey. Hey, Y'all Want Some of This? Last Call, Jumper (100 CP) - Just like Delta Slim, you're brave in your own way—more than willing to power through terrifying situations involving the supernatural, even if you did just shit your pants.

I ain't drunk right now. (200 CP) - Just like Slim, you know when to get it together. You may love a good drink, but you understand there's always a

time and place—and you know exactly when to sober up when the situation calls for it.

Y'all hold your heads now, you hear me? (400 CP) – Just like Delta Slim, you can power through your fear and inspire others. You see your old buddies working in a chain gang picking cotton, and you can keep their spirits alive with just one sentence. You tell a story about your best friend getting lynched by the Klan for just being Black and buying a \$2 train ticket, and you turn that pain into inspiring the next generation.

What the hell he know about the blues? (600 CP) – Where Sammie was born with the gift of making music, don't forget that Delta Slim was running this patch with experience to match it. Hell, y'all need to remember that Slim's socks are older than Preacherboy. If Sammie represents talent for music, then just like Delta Slim, you've got the experience to match that talent; after all, you've got the skill that the devil has gone after plenty of times.



Hoodoo Conjurer Perks:

We want you to cook for us (100 CP) – You have the same cooking skills as Annie, capable of coordinating dozens of people into preparing enough food in just a few hours to feed hundreds of people for a grand opening of a Juke Joint.

Don't Talk to Him. You Talkin' to Me Right Now (200 CP) – Just like Annie, when you talk, people will listen. They may argue or be stubborn about it, but at the end of the day, they'll do what they're told.

This a Haint We're Dealin' With, Jumper (400 CP) – You've got the same knowledge of the supernatural that Annie does. You have the knowledge to recognize all supernatural creatures, prevent others from becoming victims of them, and, most importantly, know how to kill them.

How you know I ain't pray and work every root my grandmama taught me, to keep you and that crazy brother of yours safe every day since you been gone? (600 CP) – Just like Annie, you have the skills of a Hoodoo Conjuror, herbalist, and spiritual leader. This means you have the necessary skills in using roots, herbs, minerals, the sun, moon, stars, or literally anything from the environment, and using it for healing rituals, spiritual guidance, protection, luck, and love spells.



Vampire Perks:

We gon' pay little Lisa a visit. (100 CP) – Well, that's a way to make a threat, Jumper! Just like Remmick, you're able to pull off a scary performance, capable of getting into the heads of those you're looking to turn. Granted, this isn't perfect—cooler heads will always prevail—but you're more than able to shake up even the most logical of minds, as long as you know where to poke.

Family. Can't we just, for one night... just all be family? (200 CP) – There's something different about you, Jumper, something that lets you fit in within all groups, something that makes others feel a bit more at ease with you. Similar to how Remmick could approach the Choctaw Nation, Bert and Chayton, or even gain Mary's sympathy, you've got a way to at least be heard out by all groups of people.

You gonna let me in? Or just sit there blockin' the door? (400 CP) – Similar to Mary, you don't tend to arouse suspicion. You're a good actor, capable of playing off that you've been turned into a vampire, granting you a greater opportunity to obtain permission to enter a home. This isn't bulletproof, though, and you only get one shot at it, so make your shot count.

Can't even feel the warmth of a sunrise. (600 CP) – In Remmick's first appearance, he was shown smoking with moderate burns from the sun's rays under the effects of the sunset, yet at the movie's end he and his "family" all combusted straight into flame. This perk slows the burning from the sun's rays, allowing you to maintain a far longer amount of time under the sun. If a vampire like Remmick takes nearly a minute to be killed by sunrise, and this is after being stabbed by a stake, then you can survive for nearly 10 minutes of sun exposure under the same circumstances.



General Items:

Items are discounted by 50% should your Origin align with the Item tree, with 100 CP items being completely free. All General Items are non-discounted.

You look mighty nice (Free) – Can't have you coming into this Jump looking like a bum, Jumper. We've got standards around here. You've got clothing appropriate for the day and age, matching the early 20th-century style of dress.

Sinners 2025 Film (100 CP) – Well, isn't this a coincidence? Here's a high-value copy of *Sinners*, capable of being played on any device as long as you can watch movies on it.

If I Hit the Bullseye, Jumper Eats The Wing (200 CP) – Well, unlike in the Hot Ones Versus, we've got a real bow and arrow here. Specifically, a model similar to the recurve bow used by Hailee Steinfeld in *Hawkeye*, paired with a set of arrows to accompany it. While incapable of killing a vampire, it is able to slow them down should the arrows land.

You want to drive? (400 CP) – Just like the twins, Grace, and Bo, you are one of the few people in this film who actually has a car—specifically, an exact model of the twins' vintage Patterson Greenfield Automobile (1915).

The solid gold kind (600 CP) – Just like Remmick, you've got your hands on solid gold coins. The exact origin isn't specified—whether Celtic gold coins or Spanish doubloons—but without question, this treasure makes you one of the richest people in the film, and the equivalence of this wealth transfers over to all other Jumps as well, should you desire.

Preacherboy Items:

Bag of Cotton (100 CP) – Considering your background, you are likely forced into the post-slavery sharecropping system—effectively slavery through cycles of debt and poverty. This bag holds your cotton quota for the day.

Let me buy you a drink. (200 CP) – Just like Sammie, an old friend you don't remember, bought you a drink. Not sure what Mary bought exactly, but it's decent enough—just not on the same level as the drinks in the Drunkard section. It does auto-refill once finished.

Charlie Patton's Guitar (400 CP) – Because of Stack's little lie, Sammie thought he actually had Charlie Patton's guitar, when in reality it was in your possession the whole time. Considering Charlie Patton is a famous blues musician and writer inducted into the Blues Hall of Fame in 1980 and the Rock and Roll Hall of Fame in 2021, you've clearly got some high-quality gear.

Preacherboys Guitar (600 CP) – A copy of Sammie's guitar, originally belonging to the twins' father. Composed of wood and silver, this is a musician's dream instrument, capable of producing extraordinary music. In the hands of someone with the Gift of music, who knows what kind of melody you could create.

Businessmen Items:

Trench Knife (100 CP) – Just like the twins, you come armed. You've got an exact copy of the blade Smoke used to kill the snake at the start of the film.

Ten Cents (200 CP) – Just like the Smokestack twins, you've got money, Jumper. How much is unknown, but you won't be hurting for cash. After all, rumor has it you robbed Capone for a good sum.

The Trunk (400 CP) – Just like the twins, you've got a weapons cache capable of taking on a whole group of vampires or the Ku Klux Klan:

- 2 Colt M1911s
- A Luger P08
- 2 Tommy guns (20-round and 50-round magazines respectively)
- A Marlin Model 1893 rifle's
- A Winchester Model 1892 carbine
- An M1918 Browning Automatic Rifle
- An Mk 2 hand grenade

The mill, the equipment, and the land that it's standing on. (600 CP) -

Every good businessman needs a business to run. Perhaps you've found a building you want for yourself? Well, feel free to take an exact copy at your disposal—custom-made and altered to your specifications.

Drunkard Items:

Harmonica (100 CP) - Just like Delta Slim, you've got your own instrument: a copy of his harmonica, giving you the chance to play some good music.

It's Irish beer (200 CP) - Can't take this Origin without something to drink, can you? A nice cold Irish beer from the north side of Chicago. Each time you finish it, it refills to the brim.

Piano (400 CP) - Just like Delta Slim, you've got your own piano to play, capable of producing wonderful music that can get the whole juke joint moving.

I got 500 more bottles just like that (600 CP) - Just like the twins, you've got a large stash of bottles—500 to be exact. Maybe there's a drink from the film you want, or maybe something else entirely. Either way, Jumper, you now have access to any drink of any kind, and it automatically refills once consumed.

Hoodoo Conjurer Items:

Don't sell none of this on the way home (100 CP) - Just like Annie, you've got an inventory fit for stocking a store full of herbs and rootwork supplies.

Pickled Garlic (200 CP) - A vegetable that burns the skin of Vampires if splashed on them.

Garlic... wood... silver, and holy water (400 CP) - The standard vampire-killing toolkit: garlic to identify vampires, wood for stakes, silver to burn their flesh, and holy water to cause additional damage.

Mojo Bag (600 CP) - Just like the one Annie gave to Smoke, this little bag serves as a prayer in a bag: a cloth pouch used as a protective talisman that

serves to protect you against the supernatural. This is why, despite all of Smoke's close calls, he never ended up getting bit in the movie.

Vampire Items:

The Banjo (100 CP) – Just like Remmick, you've got your own instrument to play: you've got your copy of Remmick's banjo.

Buzzards (200 CP) – When we see Remmick turn Bert and Joan, a group of buzzards appears. Within Western and Native American culture, buzzards represent an omen of death, and now you have your own group of them.

Wild Mountain Thyme (400 CP) – An old Irish-Scottish folk song with even older origins from a Scottish ballad. The song is about a man inviting a young woman to gather wildflowers. Yet when Remmick sung it, it served as the foreshadowing of Mary's turning. Like Remmick, you have full knowledge of this song and, just like in the ballad, the ability to tempt others with your music, making it easier for them to lower their guard and thus be turned.

We're family. (600 CP) – Looks like you've been on a killing spree, Jumper. This is a group of people you've previously turned into vampires, the number of which seems to rival Remmick's own "family," collected from the majority of Club Juke patrons.

Companions:

She Here 'Cause She Family (100 CP) – Found somebody you're looking to bring with you? Sure, why not? Feel free to take a canon character from the film with you on your journey. You'll still need to do the hard part of convincing them, though.

Can't We Just, for One Night... Just All Be Family? (Free) – Aaaaah, I see—you're looking to take some friends with you to the Juke? Sure, why not? This serves as your import companion option. You've got a limit of eight of them, and each can receive an Origin and 600 CP to spend on perks and items.

Drawbacks:

I Think That Was the Best Day of My Life (+0 CP) – Not looking to spend a decade here? Well, I don't blame you. The movie only takes place over the course of two days and one night; therefore, at the exact time Sammie leaves his father's church, so does your time here.

Last Time I Seen My Brother. Last Time I Seen the Sun (+0 CP) – So you're thinking a long time is the right time? Alright, I can respect that, Jumper. Instead of only staying for the opening night of Club Juke, you'll instead stay for 60 years, until the post-credits scene in 1992.

Nah. Just That You're Somebody Else's (+100 CP) – There's a lot of infidelity in this movie, and you won't be taking part in any of that. Whether it's because you're promised to another and are going to actually uphold your marriage vows, or anyone you're interested in is coincidentally married and loyal to their partner, it seems like finding somebody at the juke tonight isn't in the cards.

Baby... You Droolin' (+100 CP) – No other way to put this, Jumper—you're just odd, like Remmick-level odd. Awkward mannerisms, body language, a bit of a drooling problem, etc. It's not impossible to earn someone's trust, especially if you have the charisma, but it's certainly going to be a lot harder.

I Think I Shat Myself (+100 CP) – Just like Delta Slim, there are moments where you're going to get a little quiet. While this can be overcome, you'll end up taking more casual disrespect than most of the others in this film, or the first time you see a vampire, you're definitely going to shit yourself.

Jumper Can't Sing (+100 CP) – Well, this is a little awkward, isn't it, Jumper? After all, who comes to a musical film without the ability to sing? It isn't a major problem, though—just pretty odd.

Knew He Was an Evil Man (+200 CP) – Just like the twins, you are a descendant of someone who was evil, and that evil has been passed down to you. You attract the attention of vampires with greater ease.

Don't Know How to Watch His Own Back (+200 CP) – Just like Stack, you have a tendency to get yourself into trouble—whether by drawing too much

attention, pissing off the wrong person, or trusting the right person at the wrong time. If you get too unlucky, this can be lethal, Jumper.

I Guess I Was the One Person Jumper Just Couldn't Kill (+200 CP) – Just like how Smoke couldn't bring himself to kill the vampire turned Stack, there is someone you cannot bring yourself to kill, either. This person is selected at random from this Jump, and they are guaranteed to be transformed into a vampire. No matter who they turn or what they do—even at the cost of your own life—you cannot bring yourself to kill them.

I Didn't Want No White Man. I Didn't Wanna Be White, I Wanted to Be with You (+200 CP) – You've been given one of the more tragic fates of this Jump. You fall in love with someone you cannot be with due to the norms and culture of the time. How this manifests is up to you, but it may take forms discouraged or heavily stigmatized at the time, such as interracial relationships, LGBTQIA+ relationships, religious differences, or financial disparity.

Just Power. And Only Money Can Give You That (+300 CP) – You and your companions lose all out-of-Jump perks, powers, and items. You will need to survive the night using only what you have earned here, Jumper.

My Son Has Felt the Call of Sin (+300 CP) – Just like Sammie, you have attracted the attention of evil—the Devil, Remmick. Regardless of whether you were born with the Gift of music or not, Remmick wants you to join him and will attempt to turn you just as persistently as he did with Sammie, believing you may be the key to bringing his people back to him.

We Gon' Kill Every Last One of Ya (+300 CP) – Well, ain't this something. Mary said what she said. While the vampires were originally interested in turning people, this time they have no interest in bringing Heaven to Earth—they're going straight for the kill once they get their numbers up.

Come On In, You Motherfuckers! (+300 CP) – Well, I sure hope you know what you're doing here, Jumper. Just like Grace, you have no interest in waiting until morning. You can't risk them targeting your family or loved ones—you're killing those "devils" right now.

Scenarios:

Sing not for the devil. Sing for the lord:

Requires **“The Gift of making music”** Perk.

Well, looks like someone wants to play the hero. Everybody here deserves a happy ending; let's just hope you're not too traumatized by the end of it all.

Congratulations, you'll be self-inserting as Sammie Moore, the protagonist of the film. Your objective is to do your best to ensure that none of the named characters present in Club Juke that night meet their canonical fates, whether by preventing them from being bitten or killed. The list of characters you must protect is: Pearline, Smoke, Stack, Mary, Annie, Slim, Bo, Grace, and Cornbread. Should you end up being turned into a vampire during this attempt, you'll find that Remmick has made you his thrall, replacing your role as the Jumper, and will go on to take over your Jump, searching the multiverse to spread his vision of “heaven” across every Earth.

Should you manage to protect these characters and stop Remmick, then you'll receive the following rewards:

Rewards:

- **“Conquered the Devil” Perk**, which grants its user immunity against all persuasion or manipulation from supernatural forces.
- Your **“Gift of Making Music”** Perk has now been boosted to an otherworldly degree, allowing you to use the musical backgrounds or alt-forms you possess, and it may even extend to people you have encountered in previous or future Jumps.
- You have the option of taking any of your protected characters as companions for free!



We gon' have heaven right here on Earth:

Requires the **“Vampire Origin.”** Incompatible with **“The Gift of making music,”** Perk, and **“Mojo Bag”** Item.

Your task is to bring Heaven right here on Earth, just like Remmick intended, meaning you must turn everyone present during the night at Club Juke into a vampire before the sun rises. Should you fail, you'll be killed with the rise of the sun, ending your time here in failure.

However, should you succeed in this scenario, you will receive the following rewards:

Rewards:

- You've gained the perk **“Conquering the Sun,”** allowing you to overcome all racial weaknesses, removing any weaknesses your vampire form may possess.
- You possess the ability to selectively turn whoever you wish into a vampire upon biting them.
- You are allowed to take all of your new family with you as free companions.



Post-Credits:

Looks like the film has ended, and just like that, so has your time here. You've got three choices, Jumper; hope you know how you want this to close out.

We just gotta stay through the night: Looks like your time here is over. It's been a pleasure, Jumper. Have fun on your continued journey!

And that's why we came back home. Figured we might as well deal with the devil we know: Looks like your time in the theater has tired you out. Whatever the case, you've decided that this is the end of your Jumpchain. Now it's time for you to return home.

Drop the guitar, Jumper: Looks like you've enjoyed your time in the theater. Maybe something stuck with you during your time here, or maybe you feel like you can call this world your home. Whatever the case, you choose to stay here.



Notes:

“Vampire” Origin – This origin gives you the same abilities that Remmick wields within the film, but also all of his and the other vampires’ weaknesses. This means you get the glowing eyes (*tapetum lucidum*), talons, teeth, flight/leaping ability, a hivemind amongst your fellow vampires, immortality, and are fully able to turn others into vampires through biting them.

In return, this means you now possess several additional weaknesses and limitations: you are unable to enter buildings or homes without the expressed permission of an occupant of that location, silver badly injures you, pickled garlic burns your skin, a clove of garlic reveals your supernatural nature, a stake through the heart will kill you, and you can never stand beneath the sun’s rays again without risking burning to death.

“You Sing, Don’t You?” – Officially figuring out who is the best singer in the film is pretty difficult, considering Sammie’s Gift and Slim’s time playing at Messenger’s. On paper, that makes Slim the most qualified.

That said, I’m inclined to give it to Pearline. If you disagree, then feel free to assume any other singer’s voice in the film.

“May God Watch Over You and Be With You” – The extent of the Choctaw hunters’ combat skills is pretty unknown within the film, considering their scene only lasts a little over a minute, nor do we know how the confrontation between them and Remmick actually went. My headcanon is that, in the sun or close to sunrise, the group is capable of killing Remmick, but once the

sun sets, they need to retreat, which lines up with their departure in the film. This perk only applies to the ability to hunt and kill the supernatural rather than general combat ability, though.

“I’m a soldier, boy. And you just gave me a command.” – Without question, this perk puts you on par with the combat ability of Vampire Stack and Smoke, effectively making you their peer in combat: possessing top-tier killing instincts and being physically superior to nearly everyone else in the film (with Remmick being the only possible exception). This reflects your broad ability to kill nearly anything and anyone, though something specific like vampires still requires knowledge of how to kill them and the proper equipment. However, once informed, you can pretty much beat nearly anyone in this film in one-on-one combat, with Remmick being the sole exception—but if you can catch him off guard like Stack did, even you can slay the devil.

“Talking Slick” – Pretty much Slick’s charisma within the film. This brother gets away with talking a lot of shit to literally anybody, but there are limits to it. Keep in mind, Cornbread was about to fight Slick had it not been for Therise holding him back and Slick de-escalating the situation, so you better watch yourself, Jumper.

“The Gift of Making Music” – This perk grants you the greatest level of natural talent someone could have for making music. By real-world standards, just think of the most talented or capable artists in our world; that’s who you have the natural talent to rival, and the potential to match and even surpass—people like Michael Jackson, Stevie Wonder, Prince, Aretha Franklin, Beethoven, etc.

“Numbers always got to be in conversation with one another” – Probably one of the most broken abilities in this Jump. It gives you the ability to negotiate, bargain, or haggle with literally anyone and anything, as long as you have something to trade. This is pretty much how Smoke convinced Vampire Stack to never try to kill Sammie. Feel free to fanwank, since even going as far as MCU Doctor Strange bargaining with Dormammu is within the realm of possibility for this perk, as far as I’m concerned.

“What the hell he know about the blues?” – This is mostly just a conversation between talent versus hard work. The Gift pretty much brings you into the upper echelons of natural talent. Slim is talented (the dude got

false charges against him dropped from racist cops because he played so well), but he's not Sammie/Gift-level talented. That said, he has seven decades of life and experience working with instruments, and that does mean something.

“How you know I ain’t pray and work every root my grandmama taught me, to keep you and that crazy brother of yours safe every day since you been gone?” – To get this out of the way, yes, Hoodoo is magic, but not Harry Potter magic. No, you’re not tossing fireballs or death spells, but you can ward off bad spirits, pray for the sick and healing, and you can even make the Mojo Bags found in the Items section of this Jump, which do defend you against all forms of the supernatural or whatever other kind of protection you want for yours.

“The Trunk” – To put it bluntly, this is the most overpowered weapons cache in the film. Frankly, had Smoke or Stack remembered to bring it with them during the opening night of Club Juke, I honestly think the main cast could’ve survived until morning with all the vampire equipment they had. Sure, none of these weapons can kill a vampire, but all of them can keep them at bay. Just look at what Sammie and Pearline could do with just a Marlin Model 1893 and Winchester Model 1892 carbines.

“Mojo Bag” – This is, without question, the most broken item in the film and, by extension, this Jump. Mojo bags in the real world can attract certain outcomes depending on the prayer, such as luck, love, protection, money, or healing. In the film, it protected Stack from numerous attempts by vampires to bite him. Should you make your own Mojo Bags, feel free to focus your prayers on any of the categories mentioned, but fanwank responsibly—it can only go so far.

Changelog:

- **Version 1.1:**
 - A review of grammar suggestions, the majority of which have been implemented.
 - The addition detail of perk and item discounts.
 - The addition of the Vampire Origin, Perks, and Items.

- The requirements for **“We Gon' Have Heaven Right Here on Earth”** have shifted, now requiring the Vampire Origin to undergo it.
- Details on all the powers and weaknesses of the vampires within the film have been covered in the Notes section for those looking to take it as an Origin.