Slevin Kelevra

Doc



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Categories and Colours:

Red - FSIQ, Intelligence,
Knowledge
Orange - Foresight
Yellow - EQ, SQ, STP
Green - Deception, Manipulation
Cyan - Planning, Strategy, Tactics
Blue - Adaptability, Field Skills, Acting Skills

BEFORE REVENGE:



In New York, at the Aqueduct Racetrack in 1979, a doctor is hired to dope horse number seven. After revealing this to a talkative prostitute, a chain of events begins when rumors spread about a “sure thing” horse. A man named **Max**, desperate to change his life and that of his family, bets **$20,000** on the horse. However, if he loses, he’ll owe **$22,000** in interest.

Max lies to his wife, telling her he’s taking their son, Slevin, to a baseball game. Once they arrive at the track, Max leaves Slevin in the car and asks what story he should tell his mother. Slevin repeats the story his father has chosen. While waiting, he listens to the game on the radio and later recalls every play and detail with remarkable accuracy.

Max gives his watch to Slevin and tells him to wait—he'll be back in fifteen minutes. The problem is that the horse loses. The powerful men behind the bet—**The Boss** and **The Rabbi**—decide to make an example of Max and everyone involved. They beat and strangle Max, then order a hit on his wife.

A hitman named **Goodkat** is hired to kill Slevin, but he can't bring himself to do it and instead adopts the boy. Over the next twenty years, Goodkat trains Slevin in strategy, firearms, and likely hand-to-hand combat.

START OF THE PLAN:



After assassinating **The Rabbi's bookmakers**, he steals the ledger containing the names of people in debt. He then infiltrates and arranges a meeting with **The Boss's** bookmaker. There, he poisons the bookmaker's guards and kills the bookmaker himself using a **baseball**, an act that later fuels **The Boss's** suspicion that **The Rabbi** was behind it. He then steals The Boss's ledger as well.

Comparing both books, **Slevin** searches for a name that appears in each and belongs to someone with a large debt. He finds one: **Nick**.

After that, Slevin murders **The Boss's son**. He already knows that **The Boss** and **The Rabbi** have been enemies for a long time—each paranoid about the other—and that The Boss will immediately believe The Rabbi ordered his son's death.

Slevin also knows that The Boss will hire **Goodkat** to kill The Rabbi's son in retaliation. Anticipating this, Slevin orchestrates events so that Goodkat advises The Boss to follow his own plan: to find a **scapegoat** to kill The Rabbi's son, and then eliminate that man afterward. Goodkat suggests they look through the bookmaker's ledger for the most indebted man and convince him to commit the murder in exchange for clearing his debt.Because The Boss fully trusts Goodkat's skill and judgment, he agrees to the plan—and "chooses" **Nick** as the scapegoat. Soon after, Goodkat meets with **The Rabbi**, warning him that The Boss intends to kill his son. He offers a deal: he'll take **double The Boss's payment** and collect a debt from a man named Nick. **The Rabbi** immediately accepts.

ASSUMMING YOUR NEW IDENTITY:



In a hotel room, number **1009**, **Goodkat** breaks **Slevin's** nose to corroborate the story they'll tell later. The plan is for **Slevin** to take the place of **Nick Fisher**, the man in debt.

Goodkat then goes to the airport. In an almost completely empty waiting lounge, he approaches **Nick**, who is probably trying to leave town because of his debts. Disguised as an **elderly man in a wheelchair**—since that would lower Nick's guard—Goodkat tells him about the term **"Kansas City Shuffle"** and begins recounting the story that happened in 1979. Nick becomes distracted by the tale, and Goodkat tricks him into looking at a woman nearby, using the moment to **snap Nick's neck**.He then places the young man's body in the wheelchair, disguises him with **sunglasses and a hat**, and leaves the airport pretending to be escorting someone asleep. Once outside, Goodkat puts Nick's body into a **truck**.

Meanwhile, **Slevin** goes to **Nick's apartment**. After taking a shower and shaving, Slevin hears a knock at the door—it's **Nick's neighbor, Lindsey**, asking to borrow a cup of sugar. Slevin is surprised, saying he could usually tell a person's height just by the sound of their knock and had expected Lindsey to be taller.

Lindsey asks for Nick and wants to know who he is (**an aside: Slevin is actually a false name used by the protagonist; his real name is never revealed. "Slevin" is a reference to the losing horse, number seven, while "Kelevra" comes from Hebrew, meaning "dog." It originates from a proverb that says every bad man will meet his punishment in the end—a reference to Slevin's plan for revenge. However, for clarity, I will continue referring to the protagonist as Slevin**).Slevin tells her a fake story about being Nick's friend and explains what brought him there. He says bad things always happen in threes, recounting how he lost his job, his apartment was infested with termites, his girlfriend cheated on him, and he was robbed where the thief broke his nose.Lindsey interrupts, pointing out that those were actually **four** bad things, to which Slevin replies sarcastically. However, Lindsey notices that despite being robbed, Slevin still has **his luggage and an expensive-looking watch**. Slevin quickly explains that the thief didn't take the suitcase because it would have slowed him down, and that the watch went unnoticed because it was fake. Lindsey counters, saying the thief must have seen the watch since Nick said the robber asked him for the time—and that the robber wouldn't have known whether it was fake. Slevin deflects the topic.Then, the **phone rings**, but the call ends before Slevin can answer. Lindsey redials the number and discovers it came from a **hotel** (**which, as we later learn, was Goodkat calling Slevin—possibly to talk about Nick's body**).



After **Lindsey** leaves the apartment, two of **The Boss's henchmen** arrive to collect **Slevin**, who is pretending to be **Nick**. They take Slevin to **The Boss's building**, where The Boss threatens him to pay a **$96,000 debt**. Slevin pretends to be confused and insists he isn't Nick. The Boss doesn't care and, following **Goodkat's advice**, tells Slevin that he'll erase the debt if Slevin kills **"The Fairy,"** The Rabbi's gay son. He then gives Slevin time to decide and orders his men to take him back to his apartment.

Some time later, **The Rabbi's henchmen** kidnap Slevin. The Rabbi demands payment of a **$33,000 debt**, and Slevin again pretends to be confused by the entire situation—though he shows a certain flippancy when he points out the contradiction of a man being both a **rabbi and a gangster**. This seems

to momentarily unsettle The Rabbi, who is visibly disgusted as he wipes his hands after touching a gun he used to threaten Slevin.After Slevin leaves, **The Rabbi and Goodkat** have a conversation. The Rabbi says there's something strange about that young man. Being very observant, he insists he can always tell when someone is lying—and that Slevin was **telling the truth** when he claimed he wasn't Nick. Goodkat reassures him, calming The Rabbi's doubts.

Meanwhile, the **police** are keeping Slevin under surveillance. They wonder who he really is, why he's involved with **The Boss** and **The Rabbi**, and what connection **Goodkat**, the notorious assassin, has to all of this—and to Slevin himself.



When **Slevin** returns to his apartment, he receives a visit from **Lindsey**, who tells him that she investigated the hotel and discovered **room 1009**. She followed him to the buildings of **The Boss** and **The Rabbi** and says she saw him there as well. She shows Slevin a photo she took of **Goodkat**, but Slevin pretends not to recognize him and explains his current situation to her.

The next day, Slevin goes to **The Boss's building** and finds him playing **chess** with one of his employees. After watching the match for only a few seconds, Slevin immediately realizes that the employee's move is weak and that the game could be won in **four moves**. Impressed, The Boss proposes a deal: if Slevin can beat him at chess, he'll extend his deadline from **three days to a full week**. Slevin accepts the challenge.

During the game, **The Boss** explains that **The Rabbi's son**, known as *The Fairy*, is almost untouchable—surrounded by **trained bodyguards** and wearing a **panic necklace** that alerts them within **three to five seconds**. Slevin acts nervous and deliberately **loses the match** to lower The Boss's guard. The Boss admits he doesn't like Nick but appreciates Slevin's composure and attitude in the face of the situation.

After Slevin leaves, **Goodkat** speaks privately with **The Boss**, confirming that once Slevin kills *The Fairy*, **he will kill Slevin** and make it look as if **they killed each other**.

Back at his apartment, **Slevin** receives another visit from **Lindsey**, who brings new information from her investigation. She reveals that she works as a **medical examiner** and has examined the bodies of both **The Boss's** and **The Rabbi's** bookmakers. She shares her theory that **Nick** was the one who killed them and then fled, framing Slevin for the murders. Slevin pretends not to be convinced by her theory.He then invites Lindsey to **dinner**, and since she's already clearly interested and attracted to him, she accepts



At the restaurant, **Lindsey and Slevin** talk about how they wish they'd met under better circumstances. Slevin then reveals that this is the same bar frequently visited by **The Fairy**. While scanning the restaurant, he notices **bodyguards** seated at a table just behind The Fairy. He waits for The Fairy to go to the restroom and then follows him. Pretending to be gay, he flirts with him and earns an invitation to his apartment.Before leaving the restaurant, Slevin is stopped by a **police officer**, a man he recognizes as **his mother's killer**. Keeping his composure, he answers calmly and leaves the restaurant with Lindsey, though he soon realizes they're being **followed by the police**.

After spending the night with **Lindsey**, Slevin is approached by the police again the next morning. When he returns to the apartment, **Goodkat** is waiting for him. Goodkat tells Slevin that they'll have to **kill Lindsey**, since she now knows too much.

LAST STEPS OF REVENGE:



That night, **The Boss's henchmen** take Slevin to **The Fairy's apartment** to confirm that he's ready to do the job. Once there, Slevin quickly **kills The Fairy**. Moments later, Goodkat arrives, saying he's already taken care of **The Boss's** and **The Rabbi's** men. Slevin retrieves **Nick's body** from the car and brings it into the apartment. Goodkat then **activates The Fairy's panic necklace**, summoning the guards, whom he kills instantly.Slevin switches **watches with Nick**, and together, he and Goodkat **blow up the building**, leaving the bodies unidentifiable—thus making **Slevin a dead man** in the eyes of the world.



After that, **Slevin** kills **Goodkat** at **The Boss's** building. He then goes to meet **The Rabbi**. Slevin kills the employees and confronts The Rabbi, who believes Slevin has come to hand over his money. Slevin gives him an empty briefcase, but a bell sound interrupts and distracts The Rabbi—because it's Saturday and they normally don't receive visitors that day. Slevin takes advantage of the distraction and strikes The Rabbi on the head, knocking him unconscious.

Slevin then ties The Boss and The Rabbi together, seated, and explains that they were responsible for the death of his family and how they will pay for it. Because both men are paranoid and difficult to approach, Slevin instead lures them to come to him. He takes two plastic bags and tape and kills them the same way they killed his father. Immediately afterward he hides in a parking lot and slips into the car of the police officer who murdered his mother, surprising and killing him as he enters the vehicle.



Fearing that Goodkat would kill Lindsey to eliminate a witness, the day before Slevin warns Lindsey that Goodkat will go to the cemetery and try to kill her. He comforts her and tells her to stay calm. Knowing his partner well, he expects Goodkat to aim for the center of her chest, so he devises a plan to put a vest with a blood pack on Lindsey, making Goodkat believe she is dead. Even though Goodkat later realizes the trick, Slevin knows it's better to leave Lindsey alive with him.



THANK YOU FOR READING😉

