

The Godfather



PARAMOUNT PICTURES Presents "THE GODFATHER" An ALBERT S. RUDY PRODUCTION Starring MARLON BRANDO and AL PACINO JAMES CAAN RICHARD CASTELLANI
ROBERT DUVALL STERLING HAYDEN JOHN MARLEY RICHARD CRUTE QUANG KATON Music Score by NINO ROTA Screenplay by MARIO PULZ and FRANCIS FORD COPPOLA Based on MARIO PULZ's Novel "THE GODFATHER"
Produced by ALBERT S. RUDY Directed by FRANCIS FORD COPPOLA



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Compiled by /u/randalReps

The Godfather

Introduction



My friend, come sit with me. I come to you today with an offer you cannot refuse. I have lived a long life, and in that life I have seen many things. I have seen men rise from nothing to command respect, families built on loyalty that withstands the storms of this world, and the careful balance of power that keeps the peace. You stand before me now, a stranger from beyond the veil of ordinary fates, and I look at you with the eyes of a father who has buried sons and buried enemies.

The Jumper, they call you. Tell me, do you wish to spend ten years in my world, walking the streets of New York where honor still means something and blood debts are paid in full?

There are paths open to a man of your potential. You may become one of La Famiglia, embraced as blood and sworn to our traditions, sharing in the prosperity and the burdens alike. Or you may rise as a Caporegime, leading your own crew with strength and cunning, commanding respect while answering only to those who have earned it. Perhaps you prefer to stand apart serving as Consigliere. An outsider whose counsel I would value highly, offering wisdom unclouded by the passions of the streets. Whichever road you choose, know that my offer is made with open hands and clear eyes.

The saddest thing about betrayal is that it never comes from your enemies. You start with 1000 Corleone Points.

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Origins



La Famiglia

Let me tell you, Jumper, what it means to choose La Famiglia. When you enter my house as Family, you are no longer a stranger in the dark. You are one of my own. You share our table, our protection, our burdens, our enemies. You learn the old ways: respect, silence, and loyalty. In this life being La Famiglia means you carry my name on your shoulders, and in return I carry your troubles on mine.

But understand this: once you take this path, you do not walk away. Blood or not, you become part of something larger, something that demands devotion, discipline, and the courage to stand firm when the world tries to shake you. If you choose this origin, you choose a life where honor is your shield. And betrayal is a sin that cannot be forgiven.

Caporegime

Ah, my Jumper, to walk the path of a Caporegime is to carry the weight of true power upon your shoulders. You will lead your own crew of loyal soldiers, men who look to you for strength and guidance, just as I have guided my family through the shadows of this world. With cunning and respect you will command territory, settle disputes with iron will and measured words, and build an empire within the empire.

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Answering only to those who have truly earned your loyalty. Ten years as my Caporegime will forge you into a leader feared by enemies and cherished by those under your protection, for in this life, a man is only as strong as the family he builds and the respect he commands.

It is a heavy mantle, but for those who can bear it. It is a position of honor.

Consigliere

My trusted friend, the role of Consigliere is a rare and honored position, one that demands a mind as sharp as any blade and a heart loyal to the Family above all else. This is not a role for a brute or a hothead. It is a place for a mind that sees further than others, a mind that understands people, politics, and the quiet art of persuasion.

As Consigliere, you are my most trusted advisor, the voice I listen to when the world grows loud. You stand outside the blood ties, yet closer to me than many who share my name. Your strength is not in muscle, but in judgment. Your ability to read a room, to weigh risks, to guide the Family through storms without ever raising your voice. You will see the moves before they are made, whisper truths that others fear to speak, and help guide the Family through treacherous waters with quiet strength and careful strategy.

For ten years you will serve as the voice of reason in a world of hot blood and old grudges, earning respect not through fear, but through the power of your insight. If you choose this origin, you choose a life where your words carry the weight of bullets. And your silence can save lives.

Location

The Corleone Compound in Long Beach is where you start your life in my world. Behind its tall stone walls and iron gates, you will find my home, my offices, my soldiers, and the quiet order that keeps the Family strong. It is a place of safety but also of duty.

From the moment you step inside you are part of something larger than yourself. And how you conduct your affairs here will decide the path your ten years will take.

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Perks



Because you have chosen a path within my world, I extend to you a gesture of respect. You will receive a 50% discount on any perk tied to the origin you have embraced, and the related 100 CP perk free, given as a sign of trust and of goodwill.

These benefits will not remain fixed; they will adapt, evolve, shape themselves to whatever future world you step into.

Such is the nature of loyalty. When you honor the Family, the Family honors you.

Don's Favor (100 CP - La Famiglia)

When a man earns my respect, he receives something more valuable than money or soldiers. He receives my favor. With this perk, doors open for you that remain closed to others. Men listen when you speak, because they know you carry my blessing. You gain an aura of quiet authority: no shouting, no threats, just presence. In negotiations, in disputes, in moments where life hangs by a thread; your word weighs more, your influence stretches further, and even your enemies think twice before crossing you.

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The Don's Shadow (300 CP - La Famiglia)

When a man walks in my shadow the world treats him differently. With this perk, you gain an influence so profound that even the most stubborn men soften when you speak. Politicians return your calls, judges listen closely, and rivals hesitate before making enemies of you. You carry my reputation as if it were your own: calm, feared, respected. In any world you travel to, people sense that you are a man backed by something greater, something old and powerful. It is not loud power, it is the kind that bends the world quietly.

The Untouchable Legacy (600 CP - La Famiglia)

A man's true strength is not in his fists or his gun, but it is in the legacy he leaves behind. With this perk, your reputation becomes mythic, unchallengeable, and indestructible. No matter the world you enter, people instinctively sense your history, your victories, your wisdom. Attempts to slander you fail, attempts to undermine you collapse, and even your enemies hesitate to strike fearing the consequences that follow. Your allies gain strength from your presence, your organizations endure even in your absence, and your name becomes a symbol of stability, honor, and inevitable victory. You are not merely respected, you are untouchable.



Blood Oath of Loyalty (100 CP - Caporegime)

Loyalty, Jumper, is the foundation of everything I have built. With this perk, those who stand with you: soldiers, allies, even outsiders; feel a bond stronger than fear, stronger than greed. They will protect you, fight for you, and keep your secrets as if their lives depend on it. Betrayal becomes rare, trust becomes a weapon, and your inner circle becomes unbreakable. In this life, loyalty is worth more than gold. And with this perk, you command it effortlessly.

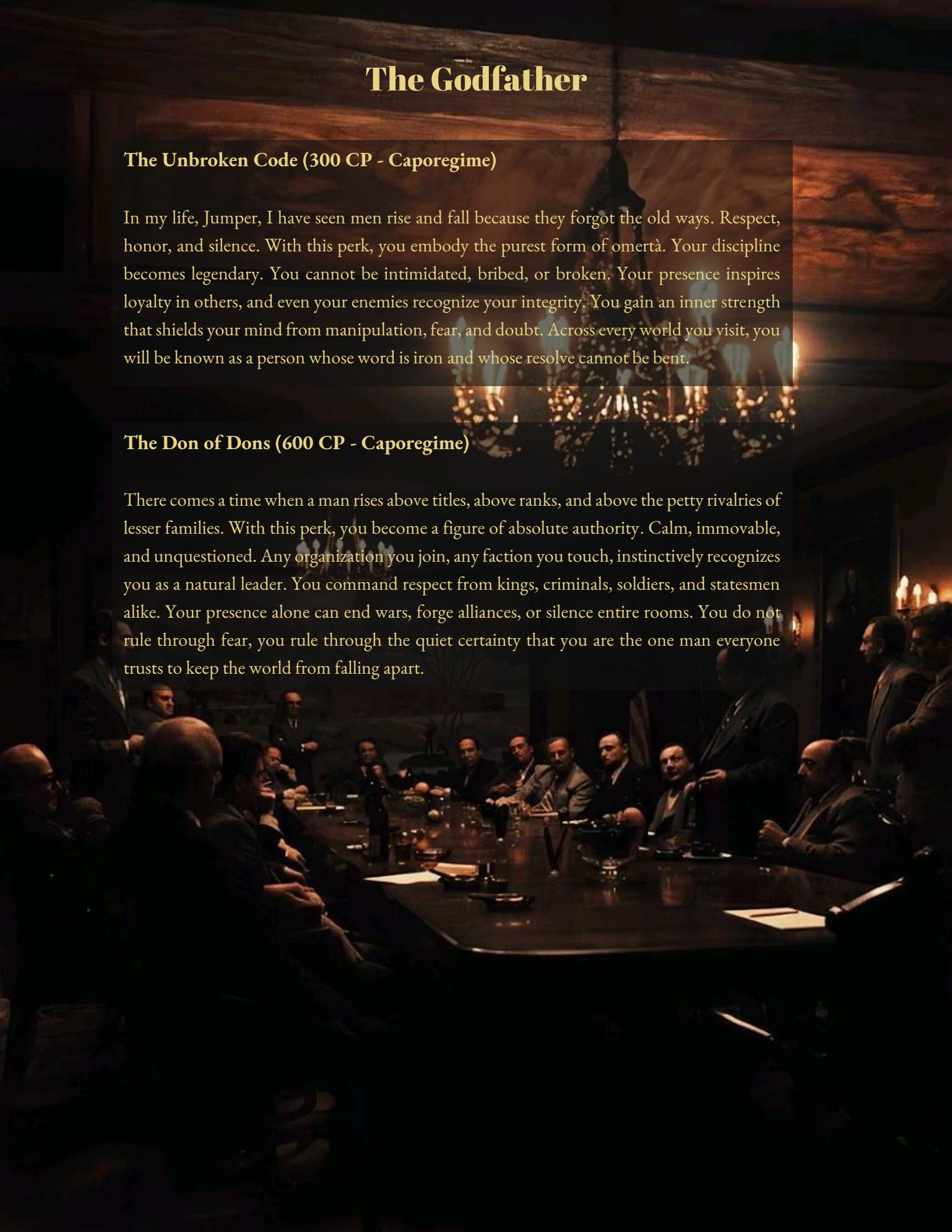
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The Unbroken Code (300 CP - Caporegime)

In my life, Jumper, I have seen men rise and fall because they forgot the old ways. Respect, honor, and silence. With this perk, you embody the purest form of omertà. Your discipline becomes legendary. You cannot be intimidated, bribed, or broken. Your presence inspires loyalty in others, and even your enemies recognize your integrity. You gain an inner strength that shields your mind from manipulation, fear, and doubt. Across every world you visit, you will be known as a person whose word is iron and whose resolve cannot be bent.

The Don of Dons (600 CP - Caporegime)

There comes a time when a man rises above titles, above ranks, and above the petty rivalries of lesser families. With this perk, you become a figure of absolute authority. Calm, immovable, and unquestioned. Any organization you join, any faction you touch, instinctively recognizes you as a natural leader. You command respect from kings, criminals, soldiers, and statesmen alike. Your presence alone can end wars, forge alliances, or silence entire rooms. You do not rule through fear, you rule through the quiet certainty that you are the one man everyone trusts to keep the world from falling apart.

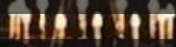


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The Silent Hand (100 CP - Consigliere)

In our world, Jumper, the strongest man is not the one who shouts or waves a gun. It is the one who moves unseen, who guides events without ever being noticed. With this perk, you gain mastery of subtle manipulation: whispers, suggestions, small gestures that change the course of a conversation or a man's decision. You can calm tempers, redirect suspicion, or plant ideas so gently that others believe they were their own. This is the power behind the throne and the hand that shapes destiny without ever being seen.



Master of the Five Families (300 CP - Consigliere)

To survive among the Five Families, Jumper, you must understand every man's ambition, every woman's fear, every secret that keeps the peace. With this perk, you gain an extraordinary instinct for criminal politics: alliances, betrayals, and hidden motives. You can read a room like a book, predict conflicts before they spark, and negotiate peace where others see only war. You become a strategist worthy of any throne, able to guide entire organizations with a steady hand. In any future world whether any faction or any power structure, you will understand it as if you were born inside it.

The Invisible Empire (600 CP - Consigliere)

Power is not in what people see, it is in what they never see. With this perk, you gain the ability to build networks: criminal, political, financial; that span continents and worlds, all without ever exposing your hand. You can create organizations that operate flawlessly even when you are absent, each branch loyal, efficient, and self-sustaining. Information flows to you effortlessly; secrets reveal themselves; threats are identified before they take shape. You become the architect of an empire that exists in whispers, in shadows, and in the quiet movements of men who never speak your name aloud. Yet obey you absolutely.

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Items



You will receive a 50% discount on any item tied to the origin you have embraced, and the 100 CP item connected to that origin is given to you freely, as a sign of trust and good faith.

Mario Puzo's The Godfather Novel: Jumper Edition (Free)

This book I place before you, Mario Puzo's The Godfather: Jumper Edition, is a gift of understanding and legacy. In these pages, you will see the Family as it was meant to be seen. Its triumphs, its tragedies, its quiet moments of honor and its storms of betrayal. But the version you receive at the end of your ten years is different.

It carries you within its story, woven seamlessly into the world Mario Puzo created. Your deeds, your choices, your loyalties. They are all captured through his eyes, written with the same sharp insight and quiet poetry that made the Corleone saga immortal.

This Godfather Novel becomes a chronicle of your decade among us, a testament to the mark you left on the Family, preserved forever in ink and memory.

**Special Note: You receive the item at the end of the jump.*

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Smith & Wesson Model 10 .38 Special snub-nose (Free)

The .38 Special is a small thing in the hand, but in the right moment it becomes the difference between life and death. A quiet, reliable friend that never betrays you when the world turns dark. After your time in my world is finished, it will reload itself every five minutes, as if the gun itself remembers the dangers you've survived.

Francis Ford Coppola's The Godfather Motion Picture: Jumper Edition (50 CP - Generic)

When your ten years among us come to an end, you will receive a special version of Francis Ford Coppola's The Godfather. A Jumper Edition where you yourself appear woven seamlessly into the narrative. Mario Puzo's spirit and Coppola's eye capture your actions, your loyalties, your betrayals, your triumphs, all seen as though you had always been part of the Family's world. This Jumper Edition becomes a testament to your decade in the shadows and the light of the Corleone legacy. It is a film where your presence is immortalized alongside ours.

*Special Note: You receive the item at the end of the jump.

Ithaca 37 Shotgun (50 CP - Generic)

The Ithaca 37 Shotgun is a weapon of quiet authority. Simple, dependable, and feared. After your time in my world is finished, it will never run out of shells, as if the gun itself refuses to abandon you when darkness closes in.

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La Famiglia Signet Ring (100 CP - La Famiglia)

This ring is not just merely gold. It is a promise. When you wear the Corleone signet, men know you are under my protection, part of my house, my blood in spirit if not in flesh. Doors open for you, troubles shrink before they reach your feet, and even the boldest enemies think twice before crossing a man who carries my mark. It is a symbol of loyalty. Yours to the Family, and the Family's to you.

The Corleone Ledger of Favors (300 CP - La Famiglia)

In this world, a man's true wealth is not money, but the debts owed to him. This ledger contains the names of men and women across the city: politicians, businessmen, soldados. Who owe quiet favors to the Corleone Family. With it, you gain the ability to call upon these debts as if they were your own. A phone call, a whispered request, a gentle reminder ... and the world bends for you. And after your time in my world is finished, the ledger will continue to update itself in every new place you travel, showing you who owes you favors in whatever future world you step into. But remember, favors are sacred. Use them wisely, or you risk turning allies into enemies.

Genco Pura Olive Oil Company (600 CP - La Famiglia)

Every great Family needs a foundation, a place where its strength is built not on violence, but on respect. With this item, you inherit the Genco Pura Olive Oil Company—our proud, legitimate enterprise that shields the Family's interests behind honest work and trusted relationships. Through its warehouses, distributors, and business partners, you gain influence across the city, the kind that moves quietly, without drawing the eyes of enemies or the law. In any world you enter, Genco Pura adapts, becoming your anchor, your shield, your source of wealth and respectability. Remember Jumper, a Family that stands on honest ground stands forever.

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Tommy Gun (100 CP - Caporegime)

The Tommy Gun is a piece of American history. Loud, fearsome, and respected, and in your hands it comes with two standard magazines and a drum that never jams, and after your time in my world is finished, every magazine will quietly reload itself every ten minutes, as if the weapon still remembers the authority you carried.

Clemenza's Training Grounds (300 CP - Caporegime)

A Caporegime's Training Grounds must shape men, turn raw anger into discipline, turn fear into loyalty... and yours now lies in a discreet warehouse on the docks of Brooklyn, hidden among the fog, the salt air, and the quiet hum of cargo ships, where you can train your soldiers in firearms, tactics, discipline, and the old ways until they become sharper, calmer, more reliable. True instruments of your will who never forget the hand that made them strong.

The Soldato Company (600 CP - Caporegime)

A Caporegime is nothing without his men. With this item, you gain command over a full company: eighty loyal Soldato and Enforcers, trained in the old ways, disciplined, efficient, and bound to you by honor. These men follow your orders without hesitation, protect your interests across any world, and enforce your will with quiet precision. They are not thugs. They are soldiers of the Family, each one hand-picked for loyalty and reliability. In future jumps, this company adapts to the world you enter, becoming your backbone, your shield, your strength. This is the power of a true Capo, an army that moves when you speak.

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The Consigliere's Quiet Notebook (100 CP - Consigliere)

A Consigliere must listen more than he speaks. This notebook contains your observations: subtle gestures, whispered intentions, hidden motives. With it, you gain an uncanny ability to read people, to understand what they want before they say it. It is a simple tool, but in the hands of a wise man, it becomes a weapon sharper than any blade.

Tom Hagen's Legal Archive (300 CP - Consigliere)

The law is a maze, and only a patient mind can navigate it. This archive grants you access to legal knowledge: contracts, loopholes, precedents; that Tom Hagen himself relied upon. With it, you can protect the Family from threats that guns cannot silence. You gain the ability to negotiate deals, dissolve problems quietly, and shield your allies with the strength of paper and ink.

The Hagen Law Firm (600 CP - Consigliere)

A Consigliere must have more than wisdom; he must have an institution behind him. With this item, you gain stewardship over the Corleone & Hagen Law Firm. An elite, discreet, impeccably loyal legal powerhouse built in the image of Tom Hagen's brilliance. Its lawyers, investigators, and clerks work with quiet efficiency, protecting your interests across every world you enter. They dissolve problems before they reach your doorstep, negotiate deals that reshape cities, and shield your allies with contracts stronger than steel. In any future jump, this firm adapts to the laws of that world, becoming your greatest instrument of influence. It is not merely a law office; it is the fortress of a true Consigliere.

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Vehicles



1934 Fiat 508 Balilla (50 CP)

The 1934 Fiat 508 Balilla is a humble machine, simple and honest, the kind a man uses when he wishes to move through the world without drawing attention. Steady on the hills, loyal in the valleys, a companion that carries you with the quiet pride of the old country.



1941 Packard Super 180 Sport Brougham (100 CP)

The 1941 Packard Super 180 Sport Brougham is a gentleman's automobile. Smooth, quiet, and commanding. Its presence alone is enough to make the world step aside, the kind of car a man uses when he wishes to arrive with authority, without ever raising his voice.

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1937 Cord 812 (150 CP)

The 1937 Cord 812 is a masterpiece of American craftsmanship. Sleek, bold, and unmistakable. Its hidden strength and graceful lines announce a man of taste and authority, one who arrives not with noise, but with the kind of presence the world cannot ignore.

Warehouse Attachment



Little Italy, Manhattan, New York City (300 CP - available post-jump only)

This Warehouse Attachment is not merely buildings of brick and timber, it is a living corner of the old neighborhood, a faithful copy of Little Italy as it stood in those days, its streets warm with voices, its shops alive with honest work, and its people. Every man and every woman moving with the rhythm of a community that knows your name. Within these walls you hold a living world, a place where business is done with respect, where alliances are born in quiet conversations, and where the life of Little Italy continues, loyal to you as if you were born among them.

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Companions



Import (50 CP/200 CP)

If you wish to bring your trusted companions into this life, you may invite one for 50 CP, or your full circle of eight for 200 CP. Each one will receive 600 CP to make their own arrangements, their own investments, their own place in the Family. They may also shoulder up to 400 CP in burdens if they choose. But remember the men and women you bring with you become part of your world, your responsibility, your strength. Treat them with the respect due to those who stand at your side.

Export (100 CP)

If you wish to take a native of this setting with you when you leave, you need only gain their consent. Speak to them honestly, look them in the eye, and if they choose to stand with you, they will follow you along the chain, loyal in whatever new world you step into.

Create (100 CP)

If you wish to create a companion of your own design, you may pay 100 CP now, and from the choices already laid before you, craft someone worthy to stand at your side. They will receive 600 CP to build their future, their strengths, their place in your world. And you may place up to 400 CP in burdens upon them, should you feel that such trials will make them stronger.

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The Jumper Crime Family (600 CP - available post-jump)

A man who stands with La Famiglia deserves more than protection; he deserves a legacy. With this item, you are granted your own Mafia crime family, built with the same discipline, loyalty, and quiet strength that made the Corleones feared and respected. Your Family begins with trusted capos, seasoned soldato, skilled earners, and loyal enforcers, all bound to you by honor and the old ways. They manage rackets, negotiate alliances, enforce your will, and protect your interests across any world you enter. This is not a gang, this is an institution, a dynasty that grows with you, adapts to new worlds, and carries your name with pride. You become not just part of a Family; you become the head of one.

Drawbacks



Forgotten Plot (+100)

This burden strips you of every memory of the stories, the betrayals, the tragedies that shaped the Corleone Family. You enter this life blind with no knowledge of who rises, who falls, who betrays, who remains loyal. Every danger must be learned the hard way, every alliance earned without the comfort of foresight. You will move through this world as any outsider would, guided only by your instincts and the respect you can command. And remember Jumper, ignorance has a very heavy price. In our world, not knowing at the right moment can cost a man everything.

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Locked Warehouse (+200)

The Locked Warehouse burden shuts you out of your own domain: the Jumper Warehouse, the vault of your strength, the place where your allies, your treasures, your comforts wait behind doors that will not open. No items, no companions, no followers may enter this world with you. You arrive alone, with empty hands, and every advantage must be earned the hard way. Through sweat, through danger, and through the quiet negotiations that make or break a man in Little Italy. Understand this, Jumper: in our world, a man who rises without support earns a different kind of respect.

Locked Perks (+300)

This burden seals away every advantage you gained in other worlds. No powers, no talents, no clever tricks from past jumps will answer your call here. You walk into the Corleone world with nothing but your natural wits, your courage, and whatever respect you can earn with your own voice and your own hands. Every challenge must be faced as any mortal man would face it. Every victory must be won the hard way. Understand that in a place like this, where loyalty and silence matter more than strength, being stripped of your old gifts may teach you what kind of man you truly are.



The following burdens are offered in tiers, each one heavier than the last. You may choose only one from each path, should you have the courage to walk it. Understand Jumper, that a man who accepts such challenges does not do so for glory. He does it because hardship, when faced with honor, builds character that no enemy can break.

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Unending Mob Wars



Embers of Conflict (+100 CP)

You step into a world where the Five Families simmer with quiet hostility. A shot in the night, a whispered insult, a deal gone sour, and small sparks that never die. You are not yet a target, but you are never far from danger. Every street corner carries tension; every meeting demands caution. You walk among men who smile with their mouths and threaten with their eyes.

Streets on Fire (+300 CP)

The conflict no longer whispers, it now roars. The Families strike openly now, bullets in the alleys, ambushes at dawn, vendettas that spill into the homes of honest people. You are known Jumper, not as a friend, not as an enemy, but as a piece on the board. Every move you make is watched. Every ally you gain paints a target on your back. In this life, hesitation is a luxury you cannot afford.

A War That Never Ends (+600 CP)

You are thrown into the heart of the Five Families Conflict, where peace is a fantasy and death is a daily visitor. The Families wage war without restraint: bombings, betrayals, executions carried out in broad daylight. And you, Jumper, you are no bystander. You are a name spoken in back rooms, a force every Family seeks to use or destroy. No safe house, no quiet corner, no moment of rest. You must fight, negotiate, survive with nothing but your wits and the respect you can command. This is not a conflict; it is a storm that never stops.

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Relentless Assassination Attempts



The First Threats (+100 CP)

You become a name whispered in the wrong circles. A few men, ambitious and foolish, decide that killing you might earn them favor. Their attempts are clumsy, rushed, born of desperation rather than skill. A shot from across the street, a knife in a dark hallway, these dangers that keep you alert, but not overwhelmed. Still, remember even a coward's bullet can kill a careless man.

The Hunters Close In (+300 CP)

Take this burden and the men who come for you are no amateurs. These are professionals, soldiers of the Five Families, these are men who do not miss nor do not hesitate. They study your habits, your routes, your allies. They strike with precision: a car bomb, a coordinated ambush, a sniper waiting on a rooftop. You are no longer a nuisance to be removed; you are now the prize. And every day, Jumper, you must earn your survival.

Death at Your Heels (+600 CP)

You are now placed at the center of a storm that never ends. Every Family, every rival, every ambitious young killer wants your head. They come in waves, day and night. Coordinated, ruthless, and relentless. Safehouses fail, allies fall, and every step you take must be calculated. You cannot rest, cannot trust, cannot breathe without wondering who is watching. This is not survival, it is endurance. And only a man of extraordinary will can walk through such fire and remain standing.

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Virgil Sollozzo Insists



Little Steps Toward Dishonor (+100 CP)

With this burden Jumper, Sollozzo approaches you politely but firmly. He asks for small favors: messages, quiet errands, and introductions. You do not touch the narcotics yourself, but you stand close enough to smell the rot. I hear whispers of your involvement, and though I do not confront you, I feel disappointment. A man who walks near that trade walks near disgrace, and I will not forget such things.

The Turk's Shadow (+300 CP)

Take this and Sollozzo pulls you deeper into his dishonorable business. You help secure routes, negotiate with dangerous men, protect shipments that offend everything I stand for. My sons begin to watch you. Tom Hagen asks quiet questions. And I see your choices as a betrayal of the old ways. You are not yet condemned, but you walk a path where every step risks losing my respect forever.

A Betrayer in My Eyes (+600 CP)

Jumper, this burden binds you to Sollozzo completely. You become his confidant, his planner, his right hand in the narcotics empire he tries to force upon New York. You stand beside him as he plots against my Family. And I know. I hear your name, see your face, and believe you have chosen dishonor over tradition, greed over respect. You are marked. Every Corleone soldier watches you, every ally questions your loyalty, and every mistake risks bringing my full wrath upon you.

Understand this Jumper, working with Sollozzo is not merely dangerous. It is a sin against me, against my Family, and against the honor of our world.

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Don Vito's High Expectations



Proving Yourself (+100 CP)

With this burden, Jumper, I give you difficult assignments: negotiations with stubborn men, delicate messages that must be delivered without insult, small disputes that require a steady hand. These tasks are dangerous, but not overwhelming. I will watch your performance closely. I expect competence, respect, and silence. A man who works for me must show he understands responsibility.

The Don's Chosen Troubleshooter (+300 CP)

I begin entrusting you with matters that could break lesser men. You handle volatile soldiers, negotiate with rival Families, and settle disputes that could erupt into violence. These are not errands. They are tests of loyalty, intelligence, and courage. My sons watch you. My caporegimes judge you. And I expect you to succeed.

Failure reflects poorly on a man who claims to serve my interests.

The Don's Most Dangerous Assignments (+600 CP)

Jumper, this burden places you at the center of my most perilous affairs. I send you to calm hot-headed soldiers ready to spill blood, to negotiate with men who have already decided to betray us, to walk into territories where the Corleone name is hated. You handle crises that could ignite wars. You face dangers that even seasoned men fear. And understand this: I expect perfection. I expect loyalty. I expect results.

A man who carries my trust must never falter, for the consequences reach far beyond himself.

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Michael Corleone Wants You Dead



Seeds of Suspicion (+100 CP)

Jumper, with this burden, small lies and quiet conspiracies place you on Michael's bad side. A rival whispers that you betrayed a confidence, or that you spoke against the Family. Michael does not act immediately, but he watches you. He studies your movements, your associates, your habits. You feel his eyes on you even when he is not present. And understand, once Michael begins to doubt a man, that doubt never truly leaves

Marked for Elimination (+300 CP)

Take this burden, and the conspiracies grow darker. False evidence is planted, jealous men whisper poison into Michael's ear, and circumstances twist themselves against you. Michael becomes convinced you are a threat to the Family: dangerous, ambitious, disloyal. He assigns men to watch you, to test you, to corner you. Every meeting becomes tense, every street dangerous. You are not yet condemned, but Michael has already decided what must be done. He is simply waiting for the right moment.

The Final Judgment (+600 CP)

Jumper, this burden places you in the deadliest position a man can occupy. Michael Corleone believes without doubt and without hesitation, that you must die. Whether by conspiracy, jealousy, or lies fed by rival Families, he sees you as a mortal threat to everything he protects. He sends soldiers after you, quietly at first, then openly. Safehouses fail, allies fall, and every move you make is anticipated. Michael does not forgive. He does not reconsider. He does not relent.

You are hunted by a man who has outlived kings and crushed empires. And in his eyes Jumper, your death is already decided.

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Conclusion



After ten long years in my world, you stand before me, I look at you not as a stranger nor as an outsider, but as a man who has endured trials that would have broken many others. You have walked through danger, betrayal, loyalty, and honor. You have seen the best and the worst of men. And through it all, you have earned my respect.

I do not give such respect lightly. Now your time here comes to its end.

You may choose to return home to the world you came from (+500 CP).

You may choose to remain here and continue the life you have built (+1000 CP).

Or you may choose to move on to whatever new world awaits you.

Whatever path you take Jumper, I wish you a life lived with honor. A life where your choices reflect the strength you have shown here. A life where respect is earned, loyalty is cherished, and your name carries the weight of a man who has faced the fire and remained standing.

Go now. And may your future, wherever it leads, be worthy of the man you have proven yourself to be.

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Addendum



Other works by /u/ranalReps

MILF Manor TroubleX27 Style

Failure Frame

Scarface

Wandering Witch: The Journey of Elaina

The Book of Mormon Broadway Musical

Space: Above and Beyond

Downton Abbey

Hinea P's The Perfect Cell (banned by Google Drive)

Dilbert (in progress)

Full Metal Jacket

Inferno of Elegance: A Flamenco Odyssey

Dos Equis: The Most Interesting Man in the World

Married ... with Children

The Jerry Springer Show

Keeping Up with the Kardashians

Cryptobros: The Blockchain Adventure