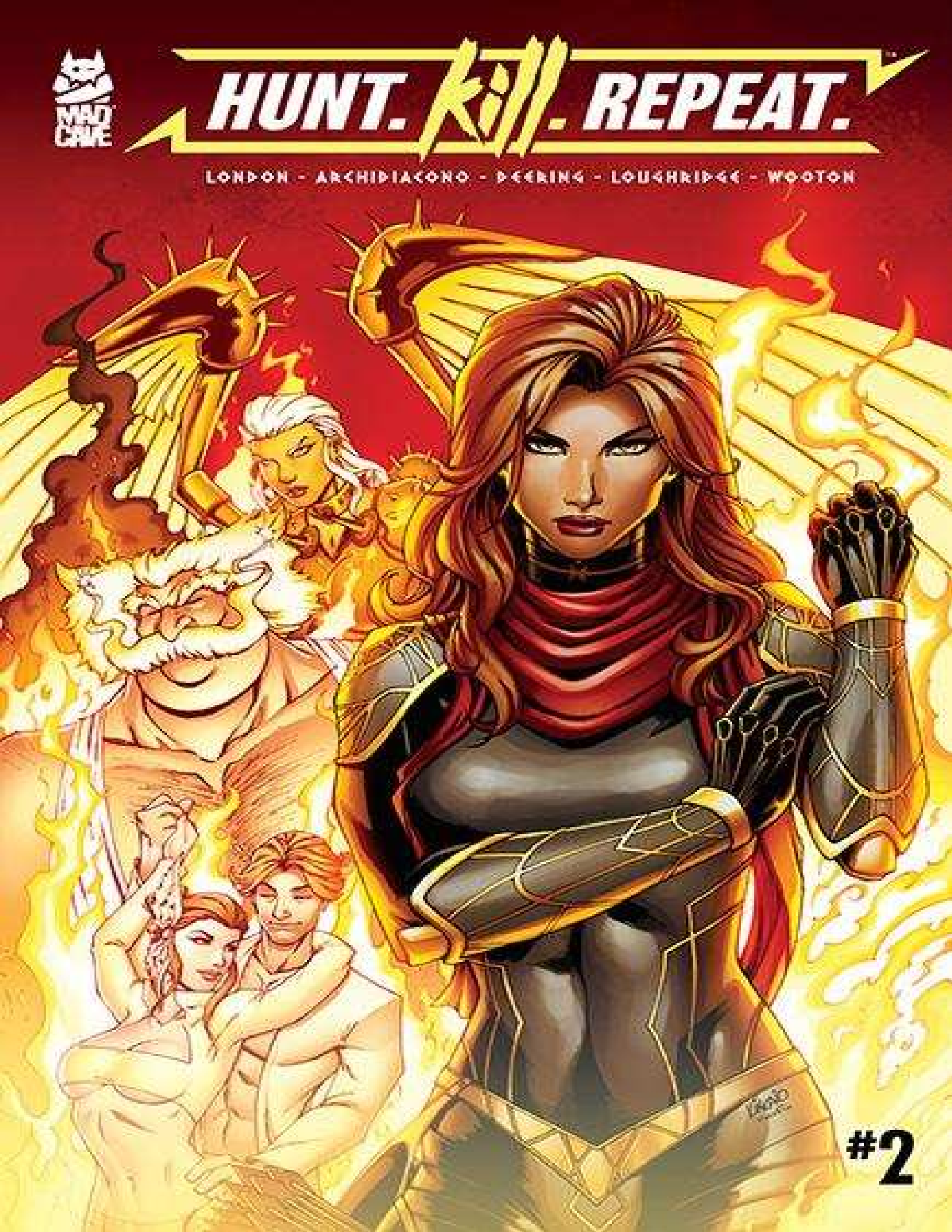
MAD CAVE

HUNT. KILL. REPEAT.

LONDON - ARCHIDIACONO - DEERING - LOUGHRIDGE - WOOTON



#2

Hunt, Kill, Repeat Jumpchain

1.0 - Original Edition
Jumpchain Adaptation by EYouchen/MadaMada/Eli
Published by Mad Cave Studios

Introduction

Zeus. Olympus. The Greek gods. Thousands of years ago, those names were sacred and holy, worshiped with equal fear and awe. But time marched on, and soon, the significance of those names died. Humanity moved on. Worship of the gods gave way to technological progress, and humanity stood on its own feet.

But the gods weren't so quick to fade. The sight of this filled them with contempt and disgust. Zeus and his children descended to Earth from the Heavens, bringing war with them. Humanity was no match for the wrath of the gods, and soon, the entire world submitted to the rule of Almighty Zeus.

The gods forced all of humanity to worship them. They banned technology. Whether it is worship or fear is debatable. It could be both. What matters is that humanity is repressed under the golden boot of Olympus. But not all of the gods are cruel. Artemis fell in love with a mortal man and chose to live as a human.

They had a happy life, but it wasn't to be. Eventually, Zeus called his children to Olympus, now in Manhattan, for the purpose of confronting his wayward daughter, now pregnant. The gods brought Julian before Artemis and executed him, before putting her in a coma, keeping her unconscious in a guarded facility.

Ten years later, Artemis awakens and escapes from the facility. The child in her womb is gone. She's got an ally. A mysterious man named Tempus. One thing's on her mind. Revenge on Olympus…

You appear one day before Artemis escapes from the facility.

These are for you.
+1000cp (Choice Points)

Location

Roll 1d6 to determine your starting area, or pay 100 points to choose for yourself.

1. **Artemis' Neighbourhood**
   This is the neighborhood where Artemis lives, or at least, lived. She had an apartment with her husband and cat here, and they generally tried to keep a low profile and live an ordinary life. If you were around ten years ago, you might've seen her jogging in the streets.

2. **New Olympus**
   The gods have made their fastness in New York City. They make no effort to hide their glory, though. They live in a mighty, splendid hall of marble and gold, guarded by the Avatars, humans who willingly submitted to Zeus and became his personal army.

3. **The Facility**
   An isolated, remote place in upstate New York. It's a hospital and jail with one patient and prisoner, Artemis. They've been keeping her sedated and unconscious for a decade, but she'll escape soon. It's also a facility where they create the Avatars with brainwashing techniques.

4. **The Underworld**
   Though Zeus and his children have conquered the Earth, the Underworld is still ruled by Hades. It's a dangerous, shifting place, but you can still find Charon and Cerberus here. If you really go rooting around, you'll find that a certain *someone* has been let out of Tartarus…

5. **Hermes' Apartment**
   The rest of the Olympians are almost uniformly terrible people. The exception is Hermes. He's got a nightclub and penthouse in the Upper East Side. It's nice, and he routinely hosts parties. And orgies. His problem, though, is that he's doing all of it to try and avoid facing some trauma…

6. **Free Choice**
   Lucky you. Choose anywhere on Earth or the Underworld.

Origins

Who are you, and how do you factor into this world? Pick one. Your age and gender can be whatever you want them to be.

Drop-in: The gods are tyrants, occupying the earth and ruling humanity with an iron fist. But there's still resistance, though it's almost been stamped out. You could be part of that, but it's more likely that you come from another world and have no history here. Meaning you're free…

Mortal: You're a regular person. You were here when humanity ruled itself and technology was here, and lived through its subjugation in a matter of days. Now you just live a regular life, or as regular as it can be when the entire world's been occupied by foreign oppressors who've banned most technology.

Olympian (200cp): Or maybe you're on the other end of things. You are one of the gods of Olympus, a child of Zeus, endowed with godly power and resplendence. One of the planet's rulers, famous worldwide. You're mostly free to do as you will, so long as you don't upset your father's rule. Or do, but be wary of the consequences…

Perks

Perks are discounted by 50% to their corresponding origins. 100-point perks are free for that origin.

Undiscounted

Olympian Looks (100cp): You know, those perks. You're a solid 10/10 in looks now, beautiful enough that the gods of Olympus might give you a second glance… and a third, and a fourth, and so on. Play your cards right, and you might get to marry one of them, hopefully one of the nicer ones.

Drop-In

Scoping Out (100cp): Artemis didn't break out on her own. No, Tempus got her out. It was no small feat, taking months of work. He had to infiltrate the facility, map out patrols, and eventually figure out how to alter the formula they were sedating her with. Ninja stuff. Now, you've learned the same. You may not be able to defeat an Avatar, let alone an Olympian, but you can sneak by most of them.

Trouble with Expectations (200cp): You aren't the strongest, or the fastest, or the wielder of divine might. The gods might sneer at you, but that doesn't mean you don't have power. You make up for your physical weaknesses with cunning. You're a skilled planner, and what's more is that you're good at… *redirecting* others around you. A way with words, a way to convince even some of your greatest foes that it's in their interest to align with you. You can string along ally and foe alike to achieve your own goals, leaving them none the wiser until it's too late.

Hammer and Anvil (400cp): Hephaestus may have been one of the Olympians, but his dedication to the forge drew the ire of Zeus. After narrowly escaping from divine wrath, the god of smithing dedicated himself to helping humanity. While you're not *quite* his equal, you're not too far off. You can smith just near anything, given enough time, material, and access to a forge. This can be anything from the armor of the gods to fantastical devices endowed with great power, such as the time-stopping chronograph. All this work creating has done wonders for your frame as well, bulking it out with some serious muscle. And when it comes to it, foes aren't that different from the metal you beat with your hammer…

The Gorgon (600cp): The tale of the Medusa of this world is a little different from the classical mythology of our world. She was involved with not Poseidon, but Hermes. Then, she was a beautiful woman, and eventually they were wed. Tragedy struck, though, and she became the Gorgon. There was no Perseus to behead her.

You, too, are a Gorgon, and your form is very, very powerful. You're at least twice as tall as a full-grown man, and that's before accounting for your serpentine lower half, strong enough to overpower Olympians, and your back bears a pair of large, functional wings. Though you can overpower all the Olympians, your body isn't your most powerful weapon. It's your visage, able to turn anyone who looks upon it to stone. About that, petrifying your foes works a little differently. You won't turn every single person who looks at you into stone. To activate the effect, you'll have to look them in the eyes and mentally will it to happen. This is a feared weapon, powerful enough to turn Zeus himself into stone if you get him with the gaze.

Mortal

Neoclassical Life (100cp): You might've lived a regular life before, but the reality is that the Olympians outlawed any technology that wasn't used in ancient times. You've had to adapt. You have about five year's worth of experience in any one trade you could find in Ancient Greece. In addition to this, you know just how to prostrate yourself at the feet of the Olympians so as not to invoke their wrath.

Love and Color (200cp): The Olympians may try to stomp out every trace of science, but the same can't be said for art. They've got a hearty appreciation of that. Lots of people do, and you're an artist. The kind artist you are is up to your discretion. You can choose anything except for digital art. Whatever it is, you're good enough to impress even the gods.

Avatar (400cp): The Olympians may have taken over the world by themselves, but keeping it occupied is a different matter. There's only six of them, and one of them left to live a normal life. To solve this problem, You have undergone the procedure, and now have "peak human" physical abilities, and have received training in hand-to-hand and armed combat. Remember you're nothing compared to an Olympian, though. The Avatars play the role of mooks in-series. They're all brainwashed to forget their former identities, becoming nothing more than the mindless weapons of the Olympians. Fortunately, they seem to have botched the procedure with you. Your mind is free, and you remember who you are.

She's A Rainbow (600cp): Humanity is beautiful. The gods may not think so, but maybe they'll rethink their views with you around. You've got something special about you. You, in some way, are *human.* You embody humanity. The virtue, not the nature or all of humankind. That mysterious quality of yours is apparent to all. You exude it, and it influences them for the better. Even when they'd ordinarily see you as nothing but a gnat to be crushed, beings stronger than you feel *compassion* for you and yours. They feel *human* in your presence. Their values and worldview can be changed for the better in your hands. You can help them become more than they are, just as they can help you become more than you are.

You're simply as genuine as they come.

Olympian

Godly Power (free and exclusive Olympian): You are a god. And to be a god, you must be worthy of worship. That means power. Your divine constitution has granted you ageless immortality and superhuman physical attributes. In addition to this, you have a unique power that represents what you're the god of. Hermes had speed impressive even by godly standards, Aphrodite could create Illusions (I think?), and Apollo could summon golden arrows and bolts of fire. This could be anything, but note that it's on the level of Zeus' children, not the patriarch himself.

Divine Glory (200): No mortal upstart will be able to stand before you. They'll kneel. That's what they say. Regardless of the truth of that statement, you are an imposing and commanding figure. You could intimidate and cow most people into doing whatever you like, or command a legion of avatars in battle. Of course, you could do the same with charisma and savoir faire if you prefer honey over vinegar. And about those legions of avatars, you're a good enough commander to lead them into war, skilled in the ways of strategy and combat. If combined with **Godly Power,** you could cut a tank in half.

Aim for the Head (400): Always. Otherwise, they'll keep coming. That's Artemis' mantra. She'll go a long way in her quest for vengeance. She's simply more intelligent and determined than her siblings, by her father's own admission. She is a hunter. The best. At least, until now. Her unequaled skill has an equal now. You. You're a natural-born fighter if there ever was one. It'll be succinct to say you'd be the best warrior in Olympus if you put your mind to it. You've got an instinctive feel for weaknesses, and your senses are so sharp that fighting blind won't hamper you at all. Lastly, you'll keep coming, too. Your willpower's too strong for even the gods to break. Nothing short of death will stop you from moving forwards, and that might not even stick (given how the underworld works).

Titan Butcher (600): By default, you are one of the younger gods. Not anymore. You are one of the older generation. In other words, you're as strong as Zeus. You tower head and shoulders above the rest of your kind, and have the physical strength to crush them with ease. Your **Godly Power** is of similar stature, a force of nature in its own right. Maybe you're like Zeus, able to call down mighty thunderbolts from the skies, or Hades, ruler of the Underworld (Poseidon and the rest of their siblings don't show up). You could be the ruler of the gods, and have the earthshaking strength to prove it. Should you have children, they will grow into gods as well, with **Godly Power** in their own right. You can seal away their power, rendering them mortal until you see fit to return it. You may also seal off the power of beings you conquer and defeat. However, if you die, the power will return to them.

Items

Items are discounted by 50% to their corresponding origins. 100-point items are free for that origin.

Undiscounted

Scarf (free): It's a red scarf. The piece of clothing people wear around their necks in winter. It's comfortable and stylish to wear, and it'll never get caught in anything.

Olympian Aesthetic (100cp): For all the atrocities they've committed, the gods have *Style. Panache. Class.* You may apply this aesthetic to your warehouse or any property you own. Things will take on an ancient Greek aesthetic, the way the gods like it. Marble, gold, nature and sunshine. Resplendence, the Olympian way.

Danake (100cp): A small, silver coin. It could be a Drachma or an Obol, too. These were once put in the mouths of the dead so they'd have money for passage through the underworld. It's what you need to pay Charon if you want him to take you across the Styx. Consider this your passage across, if you make it into there. Just watch out for Cerberus. He won't be so welcoming. If spent, you'll get a new coin the following month.

Forge (200cp): Here's a place where you can ply your craft. It's got everything you need to make a lot of weapons and armor, and it's got a restocking supply of material. You'll have iron and steel, and even some Olympium, the fancy metal of the gods. You also have all the tools you need and then some. Furthermore, everything seems to work well. The forge won't run out of fuel to burn, nothing needs maintenance, and you'll *never* hurt yourself or anyone else in an unfortunate accident.

Gorgon Skull (400cp): Lots want to turn their foes to stone, but they're not Medusa. This is the next best thing. This, taken from the corpse of a gorgon, is exactly what you think it is. A Gorgon Skull. It can still petrify anything it sees, but there's a catch. It needs energy to run. That energy would normally be provided by the still-living Gorgon it was part of, but not anymore. You'll need a city's worth of electricity to get it to work, or a lightning strike from Zeus. If you *do* manage to get it to work, it'll be enough to turn pretty much anyone to stone, though it might run out of power halfway through the job.

Drop-In

Armor (100cp): It's not up to snuff with what the gods wear, but it'll do. You have a form-fitting suit of armor. It gives decent protection, all while allowing for all the freedom of movement you'd have normally. It looks a little like Black Widow's suit, but with a more ornate, Grecian look to it. Incidentally, it's also been insulated to protect the wearer from a lot of electricity…

Safehouse (200cp): If you're going up against the gods, you'll probably need somewhere safe to hunker down and prepare in safety. A hideout. This is yours. It's located somewhere isolated, and unlike the places we see Arty and co. take refuge in the comics, yours won't be disturbed or found by any enemies, even gods, unless you slip up and lead them there. If you have the **Forge**, it can be part of your safehouse.

The Chronograph (400cp): Hephaestus' magnum opus. It was destroyed before he could truly perfect it, but it was nonetheless a great asset. This small piece of clockwork looks like a pocket watch, but it's got far more control over time than that. When activated, it can freeze time for everyone and everything except for you. It only works for four seconds, so act quickly. The good thing about it is that it's powered by your movements. Moving around a lot recharges it. It's efficient enough to be used a few times every battle. If broken or lost, it will return in perfect condition in a year's time.

Mortal

Discography (100cp): You have all the music ever produced by the Rolling Stones, in any and all formats you want them in. Physical records, digital songs, all of it. Every single album, every single song. It's so good, it can impress the gods.

Art Supplies (200cp): You have an unlimited supply of spray paint cans, and other art supplies. Whatever you want. Brushes, paint, easels, canvas, anything to do with the visual arts is yours. You additionally have some portable construction platforms for when you'd like to paint the side of a bridge. Go paint the world.

Technology (400cp): The gods would call this the forbidden fruit of mortality, and have outlawed it. You've taken it upon yourself to keep it around, anyways. You have a sizable stash of the stuff. There was a fruit seller named Jerry Sanchez who got in a lot of trouble for having far less than you do. You've got enough to fill out an entire warehouse. Guns, digital equipment, and maybe a vehicle or two. You routinely receive more shipments of technology. If you're lucky, you might even get a tank or a jet. You've got very good hiding places all over the country, making your stuff difficult to find.

Olympian

Golden Plate (100cp): All of their gods have their personal suits of armor, and you're no exception. You have a suit of golden armor. It fits perfectly, and it's as opulent as it is protective. That is to say, very. It's the best personal protection you can get here, and you look great in it. You also get your choice of weapon that would've been used in Ancient Greece.

If you took **Avatar**, you get your own suit and weapon, but it's not as good as the armor of the gods.

Avatar Production Facility (200cp): For the enterprising Olympian who wants faceless, gold-plated, brainwashed goons of their own. You've got a hospital somewhere remote, with all the necessary equipment to erase the memories of any volunteers or "volunteers," plus enough avatar-grade armor and weapons to arm them all. The facility is also a hospital, but suffers from a lack of medical equipment… but wait! It makes up for that with enough sedatives to keep someone in a coma indefinitely!

New Olympus (400cp): Every ruler has their castle. This one's yours. This is a magnificent stone hall, made in the Hellenistic (Greek) style. Your very own Parthenon, built out of marble and gold. It's as much of a work of art as it is a seat of power and a fortress. It's guarded by a legion of avatars, your praetorian guard. There's a host of statues out front, with your likeness carved into solid gold as the centerpiece. The interior is just as beautiful, and it's full of space. The inside's just as beautiful as the outside, with even more sculptures, and there are gardens growing in both interior and exterior. At the highest point is your personal sanctum, where the throne room is. If you don't want a Greek-styled White House, you can have your own personal skyscraper instead.

Companions

Do you want an old friend to accompany you? To meet someone new?

Import (100cp for one, 400cp for up to 8): You may bring in up to eight fellow travelers free of charge. Each gets 800 points to spend.

Canon (100cp): If you'd like to bring someone from this world with you. You'll need to convince them, but you'll be guaranteed to make a favorable first impression, if you haven't already. Alternatively, you may meet someone uninvolved in what's to come. They'll have 800 points.

Attack Animal (100cp): Artemis has a cat. Athena has an owl. You have a loyal pet, too. You can choose any mundane earth animal, as long as it isn't bigger than a large bird of prey. Your new friend loves you with all their heart, is unfailingly loyal, and is trained to fight by your side and protect you, should you be in trouble. Doesn't take up a companion slot (if you use those), and will return to you hale and hearty in a week if killed. Your pet even comes with custom-forged **Golden Plate**!

Drawbacks

If you'd like more points, you can get them here. You'll need to suffer for them. No drawback limit.

An Early Start (+0cp): Perhaps you'd like to start at an earlier time. You can start ten years earlier, when Artemis simply lives in New York with her husband, or before that, when the gods invade and conquer Earth. You could be the source of a lot of change.

Limbless (+100cp): Years of battle have left their mark on you. You've lost an important part of your body in battle, a limb or an eye. This wound won't heal, no matter what you do, though you can replace it with an inferior prosthetic. It wouldn't heal for an ordinary person, and it wouldn't heal for a god. You're no different. This may be taken up to two times.

Glutton for Punishment (+100cp): That's you. Long ago, you lost someone you loved in tragedy, and ever since, you've never managed to heal and move on. Instead, you resort to unhealthy coping methods, namely trying to bury all that pain in pleasure. Sex, drugs, alcohol, parties, and all the hedonistic pleasures you could think of. You're in a downward spiral, and deep down, you know it won't work…

Godly Hubris (+100cp, Olympians Only): You are a god. There is nothing and no one better than you, least of all the mortals. You're the pinnacle of all creation. Why would you have something to fear from those beneath you? There's nothing they can do to you. They're not even worthy of your attention, no matter what they do. Surely this view is the wisest you could have, and won't come back to bite you…

Rewired (+200cp): You are a slave of the gods, having undergone the brainwashing procedure the gods use to create avatars, regardless if you are one or not. Your face is a generic, bald, nondescript one, having lost the distinct features that made you *yourself.* Your memory has been lost with it. You've lost all knowledge of who you are… were. That person is gone now. In their place, your place, is a tool of the gods. You exist to serve them now. That's your purpose in life.

Kept Under (+200cp, incompatible with An Early Start): You're a patient in the same kind of facility Artemis is being kept in, and you're as much a prisoner as she is. You're being kept comatose by your captors, and they pump sedatives into your system every day. You'll be unconscious, unable to do anything about it. You'll need somebody to get you out, one way or another.

Worthless Mortal (+400cp): So the gods will say. You're just a regular human now. You've lost all your otherworldly gifts - your powers and equipment. If you're a god, you've lost your divine powers from this world as well. You're mortal. Will you prove that the gods made a mistake in underestimating you, or will you remain downtrodden and oppressed?

Wrath of the Gods (+400/600cp): One side of the conflict to come considers you an enemy. Choose either Zeus' or Artemis' side. They will come for you, to end your life. Zeus' side rules the world, and he has Aphrodite, Athena, Apollo, and Hermes at his command. Each of them has been ordered to destroy

you, and they'll follow through with varying degrees of enthusiasm. Legions of Avatars will come for your head, and they'll find you no matter where you go. Artemis, on the other hand, is tough and smart enough to defeat all her siblings in single combat if she needs to, even though she's lost her powers. She'll be armed with the best Hephaestus can provide and have help from Tempus, too. Furthermore, her lack of godly puissance will be made up for with mortal tactics - a *plan*. If Artemis is your foe, she'll have a plan accounting for almost everything you'll do, plus a way to counter your powers and tactics, and to eventually turn them against you. For 600 points, both sides have put aside their feud and will work together to destroy you.

A Life for a Life (+600cp): At an early point in the Jump, someone you deeply treasure will die an untimely death. You'll need to get them back from the underworld. If you don't, you fail the chain. They're the Eurydice to your Orpheus. If you cross the Styx and brave your way past Cerberus, the God of the Underworld will meet you, and he will offer you a deal, a good one. Your life for that of your beloved. He'll grant both of you safe passage out of his domain, and allow you to live in peace, for a time. Before the Jump is over, Hades will come to collect on his deal, and you won't be able to overcome or reason with him.

You must find a way to be free of this contract, or you will be consigned to the underworld forever.

Future

Go Home

Stay Here

Move On

NOTES

EYouchen Jump #24. Mada Mada Plus Ultra.

I make no profit from this document, in case it needs to be said. There is *no* commercial gain made from this. I didn't write the comic, either. I'm just someone who liked it enough to make an internet fanfic/rpg about it. The creative team is as follows:

- Writer: Mark London
- Artist: Francesco Archidiacono
- Artist: Mark Deering
- Colorist: Lee Loughridge
- Letterer: Rus Wooton
- Cover Artist: Ryan Kincaid
- Cover Artist: Marguerite Sauvage

I wish there'd be a sequel. I'd also want to see someone make a comic book where either Iron Man or Monkey D. Luffy shows up and beats up all the evil gods, freeing the world, but that's not going to happen.

Location Categories (Why do I bother?)
Total: 24

- Not Earth: 5 - Peter Nimble, Sophie Quire, Thor: Love and Thunder, Warhammer Fantasy: Empire of Man, Behind the Bookcase
- Earth, Unspecified: 3 - Toaster Dude, Giving Tree, Fire Punch
- Earth, Specific: 9
    - Canada: 1 - The Troop
    - UK: 2 - Rise from Ashes, The Time Machine
    - Japan: 1 - My Dress-Up Darling
    - USA: 4 - The Amazing Spider-Man, Raw Deal, Die Hard, Hunt/Kill/Repeat
    - Italy: 1 - Porco Rosso
    - Norway: 1 - Troll Hunter
- Earth, Global: 6 - DCeased, Arthur Christmas, Superman: The Last God of Krypton, Roverandom, Marvel Zombies, Choice of Broadsides

Changelog

- Made on May 5th, 2024
- 1.0 published on May 14th, 2024