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Halo: Odd One Out - V1.0 - [Anime] - [2010] - A Jumpchain CYOA Document
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Disclaimer :
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Odd One Out is a comedic take on the Halo series, set in a cartoony universe that wouldn't be out of place in a saturday morning cartoon. It's a fun short and you should watch it along with the rest of the Halo Legends shorts.

I Claim no ownership or affiliation over Halo

Difficulty Level : Easy
This is a comedic version of the Halo Universe, meaning survival shouldn't be too difficult for the most part.

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Intro :
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This is the Halo Universe, though not quite as you know it. Everything is a little bit less serious and people are more willing to take a joke, you are about to enter the world od Odd One Out.

You will spend ***1 Month*** in this universe, arriving a day before Spartan 1337 falls off of the Jumbo Pelican and crashes onto the surface of Cronkee. Take these ***1,000 Points*** to help you get through your time here.

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Difficulty :
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- ***Easy*** - [Free]

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- ***Normal*** - [Gain 300]

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- ***Heroic*** - [Gain 600]

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- ***Legendary*** - [Gain 900]

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- ***Mythic*** - [Gain 1,200]

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Arrival Type :

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- ***Drop In*** - [Gain 300]
You have no history or connections in this world, this essentially makes you an unknown quantity and that makes you dangerous in the eyes of certain groups, you might want to be careful how you move forward.

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- ***Insert*** - [Free]
You arrive in this world with an artificially constructed life / background that fits with your choices, you will have connections, qualifications, id, a job and more everything that would make sense for you to have.

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- ***Long Haul*** - [Gain 600]
This is similar to the Insert option, except you arrive at Birth and have to live through your life the long way reaching your chosen arrival location within a month or two of your 20th birthday.

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- ***Native*** - [Gain 1,000]
You were born in this Universe, not the most pleasant of experiences for humans nor aliens. With this option this is likely your first jump or your last, as a native of this universe if it is your first you can take this as a ‘Jump Zero’ allowing you to still play through other ‘first’ jumps if you would like too.

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Arrival Location :

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[01] - ***Chiefs Pelican*** - Cronkee, the 4th planet of the Unicorn System
You find yourself standing inside of the Cargo bay of a UNSC Jumbo Pelican, be careful not to slip and fall out of the back like one of its passengers is almost guaranteed to do.

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[02] - ***Canyons*** - Cronkee, the 4th planet of the Unicorn System
You find yourself standing near a large collection of jagged rocks, there are trees everywhere, best be careful to not attract the attention of the planets dinosaur like life as they are more than happy to try eating just about anything they come across.

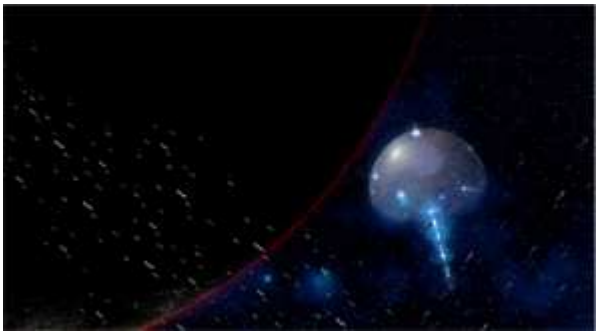
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[03] - ***Mammas Cabin*** - Cronkee, the 4th planet of the Unicorn System

You arrive standing at the bottom of a hill, up the hill you can see a cabin with smoke coming out of it. As of right now there is only one person living there, a young woman who should have died of old age years ago, yet persists thanks to the love she has for her children.

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[04] - ***High Charity*** - ??? System
The Covenant Holy city, you arrive in the streets of this massive mobile space station, if you are human you might want to make yourself scarce.

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[05] - ***Halo Ring*** - ??? System
You find yourself arriving on one of the 7 Halo Rings, which ring you arrive on is up to you. Keep in mind, some of these are highly dangerous locations.

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Species :

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Feel free to pick your Species from any seen in Halo, except for Flood or Precursor for Free. Spartans, Elites, Brutes and Hunters are Free choices, Humans, Grunts and Jackals see you Gain 300 Points, Prophets and Drones see you Gain 600 Points due to how frail they are.

The Species you pick will count as an ‘Alt Form’ in the future.

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Backgrounds :

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- ***UNSC*** -
The military of the united earth government.

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- ***Covenant*** -
A Hostile theocratic empire hellbent on conquering humanity.

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- ***Unaligned*** -
You don't belong to either the UNSC or the Covenant

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Perks :

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- Perks - UNSC

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- ***Iron Will*** - [50 , Discounted for UNSC]
You have an almost unbreakable will power that can see you through some of the worst possible situations, in fact you might say the fact you never give up is one of your good points!

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- ***Spartan Training*** - [100 , Discounted for UNSC]

You have all of the extensive training of a Spartan 2 Super Soldier… without any of the horrific mental or physical trauma that comes along with it.

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- ***Spartan Augmentations*** - [200 , Discounted for UNSC]
With this purchase you receive Spartan-2 level Augmentations, increasing your physical capabilities. Unlike many of the unfortunate victims of the Spartan project, you do not have the risk of rejecting the augments or suffering terrible side effects.

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- Perks - Covenant

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- ***Big*** - [50 , Discounted for Covenant]
You're quite a large person, at the beginning of each jump you can choose to be between 25 to 50 percent larger than you otherwise would be. This increases your Strength and durability and will not run into the 'Square cubed law' or you needing to eat more food or drink more water.

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- ***Laser Breath*** - [200 , Discounted for Covenant]
Allows you to charge up and then ‘spit out’ a ball of concentrated energy that is comparable to the Plasma Weapons used by the Covenant, don’t worry this won’t burn up your insides or give you a tickly throat.

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- Perks - Unaligned

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- ***Animal Friend*** - [50 , Discounted for Unaligned]
For some reason animals just seem to like you and are much less likely to want to hurt you, unless you give them a reason such as outright attacking them. This makes befriending and taming animals much easier. Yes, even giant alien dinosaurs count as animals.

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- ***Good with Kids*** - [100 , Discounted for Unaligned]
You are great with children, finding it easier to calm them and knowing the best ways to look after them. This gives you all of the knowledge you need to ensure your children can grow up happy and healthy, all you need to do is apply that knowledge.

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- ***Martial Arts*** - [200 , Discounted for Unaligned]
These rare martial arts are difficult to pull off, requiring years of practice… for anyone who doesn't buy this perk that is. They allow an ordinary human to fight at the level of a Spartan-2 Super Soldier or even a superhuman alien like a Brute or Elite. The effectiveness of these Martial arts likely increases even more so for people who are already skilled fighters or stronger than ordinary humans.

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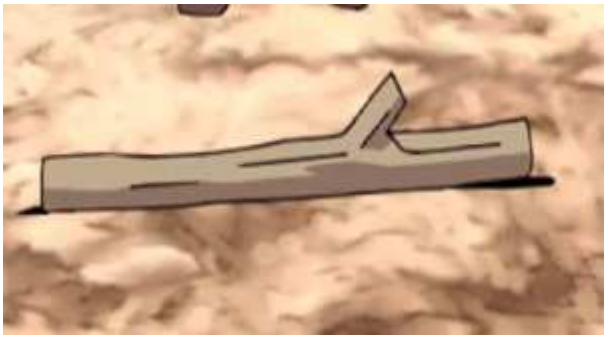
Items :

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All items have the typical Fiat backing you can expect from other Jumps, such as returning to you if damaged or lost, with followers reviving if killed.

Any items purchased come with the designs to build more, as well as knowledge on the science behind how they work.

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- ***Stick*** - [50 , Discounted for Unaligned]
Animals seem to love this stick, using it will make becoming their friend much easier.

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- ***Bubble Shield Grenade*** - [100 , Discounted for UNSC]
A Portable energy shield generator that creates an incredibly durable though short lived force field. Gain a new bubble shield each day.

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- Items - Weapons :

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- ***Tree*** - [50 , Discounted for Unaligned]
A Very durable tree that seems to be much harder to break than it should be, making it perfect for use as a close range weapon.

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- ***Assault Rifle*** - [50 , Discounted for UNSC]
The standard issue UNSC Assault rifle, very reliable with decent ammo capacity and damage output.

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- ***Plasma Blaster*** - [100 , Discounted for Covenant]
A Powerful plasma based weapon that can send a Spartan 2 flying in just a single hit.

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- Items - Armour :

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- ***Clothing*** - [50 , Discounted for Unaligned]
Gain 10 sets of comfortable and reasonably durable clothing, perfect for venturing out into dinosaur inhabited lands.

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- ***Mjolnir Armour*** - [200 , Discounted for UNSC]
State of the Art powered armour that enhances the strength and speed of the wearer. Yours has been modified to be able to be worn safely by any species, including ordinary humans, though the strength of the suit is reduced when worn by ordinary species when compared to it being worn by Spartans, Elites or Brutes.

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- ***Super Armour*** - [200 , Discounted for Covenant]
The Nano-Laminate super-armour designed for Bio-Warriors, this starship grade armour offers a good deal of protection, while also being capable of Slip-Space flight allowing the user to fly through space at FTL speeds. Though it cannot get into space under its own power.

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- Items - Followers :

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- ***Crew*** - Recruits 50 Per Purchase - [50]
Well trained naval crew, capable of operating most ships or vehicles you might come across in this universe. They come with their own uniform and a Magnum pistol.

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- ***Officers*** - Recruits 10 Per Purchase - [50]
Highly skilled officers who excel at leading others, they each have their own uniform and an incredibly powerful M6D Magnum… but for some reason they don't seem to keep it loaded.

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- ***Smart AI*** - Recruits 1 Per Purchase - [50 , Discounted for UNSC]
A Highly intelligent artificial intelligence, unlike others you'll encounter in this universe yours do not have a 7 year life span.

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- ***Spartan 2 Super Soldier*** - Recruits 1 Per Purchase - [200 , Discounted for UNSC]
These Super Soldiers are highly trained and equipped with top of the line power armour, unlike the normal Spartan 2s yours aren't emotionally traumatised either. Perhaps a positive side effect of coming from this comedic universe.

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- ***Bio Warrior***- Recruits 1 Per Purchase - [200 , Discounted for Covenant]
Phenomenally powerful covenant warriors who have been genetically engineered specifically to defeat Spartans and other major threats to the Covenant Empire. Your Bio-Warrior isn't quite as stupid as Pluton, being better able to take your instructions.

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- ***Martial Artists*** - Recruits 2 Per Purchase - [50 , Discounted for Unaligned]
These self trained martial arts masters would love to join you on your Journey and are more than capable of holding their own in a fist fight. They are similar in skill level to Mammas two oldest children.

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- ***Space Dinosaur - Small*** - Adopts 40 Per Purchase - [50 , Discounted for Unaligned]
It is up to you what kind of small dinosaur you get, it can be comparable to any dinosaur seen throughout Earth History.

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- ***Space Dinosaur - Large*** - Adopts 10 Per Purchase - [50 , Discounted for Unaligned]
The animals on Cronkee seem to be very similar to Dinosaurs from Earth, if you happen to be a fan of dinos then you can gain some here. It is up to you which large dinosaur they take after, such as a Trex , Triceratops or something else. Gain 5 Breeding Pairs , allowing them to create a larger population over time.

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- Items - Ships :

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- ***Jumbo Dropship*** - [50]

[- - Jumbo Pelican -

This upscaled variant of the Pelican Dropship is much larger than the traditional models and even the Condor Dropship, being able to carry dozens of people and a number of vehicles at the same time. The Jumbo Pelican comes with it's own crew and is fit with a Slipspace Drive.

Crew : 5
Passengers : 56
Vehicles : [One of the following: 2 Scorpiones / 4 Warthogs / 16 Mongeese]

[- - Jumbo Phantom -
This super-sized Slipspace Capable Phantom Dropship is more like a full on poltergeist, being capable of carrying a small army all on its own, it can even lift a damned Covenant Scarab!

Crew : 10
Passengers : 120
Vehicles : [One of the following: 4 Wraiths / 8 Spectres / 32 Ghosts]

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- ***Frigate*** - [100]

[- - UNSC Frigate -
This is an old, antiquated frigate. Unlike the one found on Cronkee, yours is capable of flight and is intact, coming with its full crew and complement.

[- - Covenant Frigate -
This is a relic, practically an antique similar to the Frigates granted to the brutes early on in the human covenant war, it'll get you where you need to go but it doesn't hold up compared to more modernised Covenant Frigates.

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- ***Cruiser*** - [400]
A Top of the line human warship that is just over a Kilometre long, it sports a lot of weapons, heavy armour and both a large complement of ground forces and a fair amount of aircraft including Dropships and Fighters. It is up to you if you receive a UNSC Cruiser or a Covenant Cruiser.

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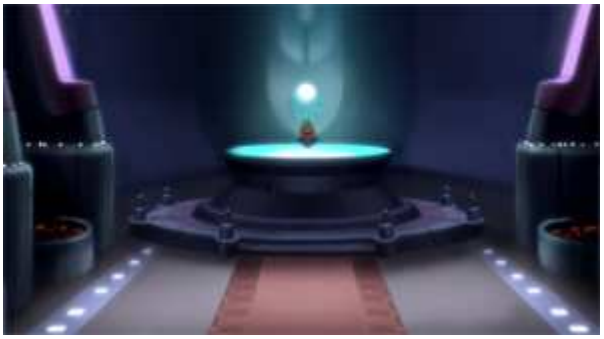
- Items - Properties :

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- ***Cozy Cabin*** - [50]
This large cabin is big enough for you and 6 others, with each able to have your own bedroom. It's a bit rustic by 26th century standards, but is still very comfortable.

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- ***Palace*** - [200]
A Large luxurious palace, similar to those used as the personal residences of the Covenant Hierarchs.

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- ***Super Soldier Factory*** - [400]
[- - ***Spartan Facility*** -
This is a massive compound dedicated to the growth and training of Spartan 2 Super Soldiers, your facility is different to the ones available to the UNSC as yours is capable of growing fully stable flash-clones that can then be trained and augmented 'the slow way'. This is still morally reprehensible, mind, but allows you to produce 10 Spartan 2s per year.

[- - ***Bio Warrior Factory*** -
This is a large Covenant facility that is used to grow and genetically modify mighty Bio-Warriors, similar to Pluton. This facility has labs and workshops needed to design and create new Bio-Warriors. Comes with several thousand staff members, mostly scientists and engineers originally bred by the Foreunner lifeworks for their own genetic experiments. Can produce 1 Bio-Warrior per year.

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- Items - Worlds :

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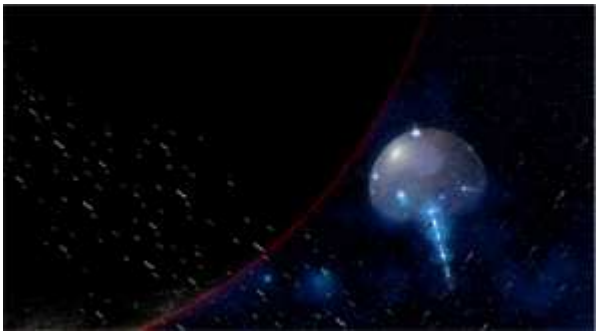
- ***Gas Giant*** - [200]
A Resource rich gas giant, perfect for setting up mining operations.

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- ***Garden World*** - [400]
A Pristine Earth-Like world, it has no people living on it but does have a large amount of biodiverse animal and plant life.

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- ***High Charity*** - [600]
The Covenant Holy city and the capital of their empire, this massive mobile space station is built around a massive chunk of the Prophet's homeworld.

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- ***Halo*** - [1,000]
An artificial planet that doubles as a super weapon capable of murdering all life within a 25,000 lightyear radius.

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Companions :

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- ***Import / Export*** - [Free or 50]
You may bring anyone you've met from a previous jump into this one for free, or take anyone you've met here away with you for free as long as you can convince them to go along with you. For 50 points you may 'empower them' this grants them 1,000 points to spend as they see fit.

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- Companions - Canon :

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- ***Master Chief*** - Spartan 2 Super Soldier - [Free or 50 to guarantee]

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- ***Cortana*** - Smart AI - [Free or 50 to guarantee]

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- ***Jacob Keyes*** - UNSC Captain - [Free or 50 to guarantee]

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- ***1337*** - Spartan 2 Super Soldier - [Free or 50 to guarantee]

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- ***Prophet of Truth*** - Covenant Hierarch - [Free or 50 to guarantee]

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- ***Pluton*** - Covenant Bio Warrior - [Free or 50 to guarantee]

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- ***Big Brother and Big Sister*** - Crash Survivors - [Free or 50 to guarantee]

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- ***Mamma*** - Antique AI - [Free or 50 to guarantee]
Will not come with you without her three youngest children

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Drawbacks :

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Drawbacks are an optional means of gaining additional points, they cease to affect you once you've left this universe or decided to stay permanently.

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Extended Stay = Months = Gain 100 points per 1 Month
You may extend your stay by 1 Month and gain 100 points in doing so, you may do this as many times as you would like but after 1 year / 1,200 points you will stop gaining additional points from this version of the Drawback.

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Extended Stay = Years = Gain 100 points per 1 Year
You may extend your stay by 1 year and gain 100 points in doing so, you may do this as many times as you would like but after 10 years / 1,000 points you will stop gaining additional points from this version of the Drawback.

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Extended Stay = Decades = Gain 100 points per 10 Years
You may extend your stay by 10 years and gain 100 points in doing so, you may do this as many times as you would like but after 100 years / 1,000 points you will stop gaining additional points from this version of the Drawback.

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No Perks - Old - [Gain 600]
You cannot access perks bought in previous Jumps until you have left here or decided to stay permanently

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No Perks - New - [Gain 600]
You cannot access perks bought in this Document until you have left it or decided to stay permanently.

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No Items - Old - [Gain 600]
You cannot access Items bought in previous Jumps until you have left here or decided to stay permanently

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No Items - New - [Gain 600]
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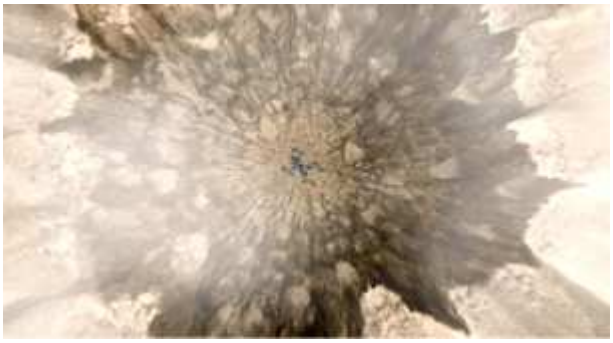
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- ***Dropped In*** - [Gain 200]
Not to be confused with ‘Drop In’, with this Drawback you’re going to arrive, finding yourself falling from the sky. Oh and if you own a ship or aircraft… you aren’t inside of it, i hope you

have a parachute or some other means of ensuring you don't go splat when you inevitably reach the ground.

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- ***Cratered*** - [Gain 200]
Wherever you arrive, you'll find yourself landing in a giant crater, perhaps even creating it depending on how you arrive. This will mean you'll have to climb your way out of it, which could be annoying and time consuming. If you have taken the dropped in drawback you'll either be the thing making the crater or if you manage to come in slow enough will simply land in one.

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- ***Silly Callsign*** - [Gain 200]
You now find yourself having a silly sounding Callsign or Nickname, depending on if you are a civilian or in the military. This might be embarrassing for you and certainly might lead to people making fun of you for it, depending on who you end up hanging around.

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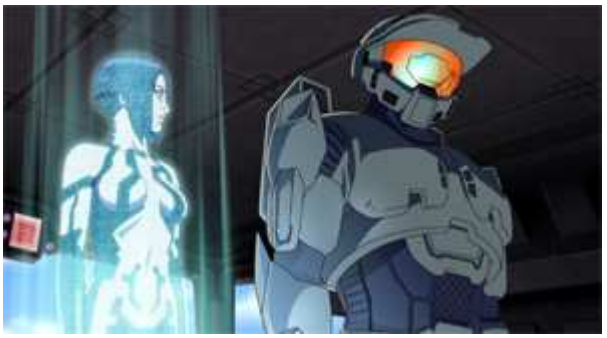
- ***Nail Biter*** - [Gain 200]
You have a habit of biting your nails, that's not good for you, you know.

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- ***It wouldn't be the first time he fell off a Pelican*** - [Gain 200]
You have a habit of falling out of moving aircraft, I would advise either keeping a parachute on your person or just staying away from the doors and ramps while the vehicle is in motion.

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- ***But still i am worried*** - [Gain 200]
You are a bit of a worry wart, constantly worrying about others.

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- ***Left Behind*** - [Gain 200]
You have a habit of being left behind

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- ***Whiny*** - [Gain 200]
You're a bit of a whiny person, just like 1337, though given the kind of stuff he's had to put up with as a Spartan 2 you can hardly blame him.

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- ***Children*** - [Gain 200]
During your stay here you will have to look after 3 young children, these are not the same kids that Mamma raised. May be taken along your chain for free if you manage to keep them alive.

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- ***Dusty*** - [Gain 200]
You're going to have to put up with a lot more dust and dirt than you otherwise would during your stay here.

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- ***Introductions*** - [Gain 200]
You have a habit of introducing yourself in the most grandiose way possible, similar to how 1337 introduces himself as the ‘strongest warrior in space’.

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- ***Not an Animal Person*** - [Gain 200]
For one reason or another animals just don’t seem to like you, this doesn’t effect any pets or animals of your own, only ones you encounter out in the world. While you can eventually gain their trust, this is likely to be a time consuming process. This drawback counteracts the effect of the ‘stick’ and ‘animal friend’.

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- ***Stepped on*** - [Gain 200]
You have a habit of being stepped on by your foes and those who would want to do you harm, even while wearing power armour this is likely to hurt.

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- ***Wrinkles*** - [Gain 200]
You have wrinkly skin, you can counter this with a good skincare routine but doing so might be difficult out in the middle of nowhere.

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- ***I Will get you at long last!*** - [Gain 200 per]
One of the Covenant Hierarchs, leaders of the ruthless regime, has a personal grudge against you and will expend significant resources in order to see you captured or killed. This may be taken three times, once per Hierarch.

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- ***Don't hurt me go that way!***- [Gain 200 per]
You're going to find that your allies are not the brightest bunch if you take this Drawback, with them needing repeated simple instructions just to get things done.

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- ***I Need a Vacation*** - [Gain 200 per]
You are in desperate need of a nice, long rest, unfortunately you are unlikely to get one during your stay here.

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- ***Comms Interference*** - [Gain 200 per]
For one reason or another your communications systems are going to be very unreliable for the duration of your stay here, you're going to basically need to be within sight of someone in clear weather if you want to guarantee your radios will work for example.

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- ***Covenant?!*** - [Gain 200 per]
You are afraid of the Covenant

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- ***Explosions*** - [Gain 200 per]
For some reason explosions are much bigger than they probably should be.

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- ***Hard Intercept*** - [Gain 200 per]
For the duration of your stay here, your enemies projectiles are much harder to intercept or otherwise shoot down than they otherwise would be.

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- ***Dodge?*** - [Gain 200 per]
You are not very good at dodging, are you? With this drawback you're going to find it much harder to dodge enemy attacks than you otherwise would.

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- ***Environmental Destruction*** - [Gain 200 per]
The battles in this world will now be much more devastating to the environment, which is saying something given how they were previously.

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- ***Easily restrained*** - [Gain 200 per]
You'll find yourself far easier to be restrained by your foes than you otherwise would be, this will make getting out of sticky spots harder.

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- ***Teens*** - [Gain 200 per]
During your stay you'll have to look after a pair of rebellious teenagers, these are not the teens raised by Mamma. May be taken along your chain for free if you manage to keep them alive.

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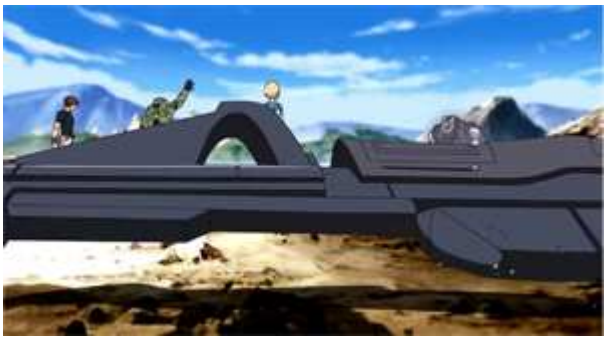
- ***Hungry*** - [Gain 200 per]
You're going to eat twice as much as you otherwise would in order to satisfy your hunger.

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- ***Heavy Rain*** - [Gain 200 per]
For the duration of your stay you're going to find it raining, a lot and worse still this will be very heavy rain to boot. This can cause severe flooding… at least you won't go thirsty.

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- ***Weapon Discard*** - [Gain 200 per]
You have a habit of discarding your weapons, throwing them away as if you don't need them.

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- ***Barefoot*** - [Gain 200 per]
You have the habit of walking around barefoot, this is not going to be very comfortable when walking around the interior of ships, much less when walking on rocky ground.

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- ***Small*** - [Gain 200 per]
You are about 20 to 30 percent smaller than you otherwise would be, this might make fighting Brutes and other foes a little more difficult.

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- ***Tired*** - [Gain 200 per]
You find yourself tiring about twice as quickly as you otherwise would when exerting yourself, this will make long drawn out fights things to avoid.

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- ***Premature Celebration*** - [Gain 200 per]
You have a habit of announcing ‘you did it’ and believing you won before actually confirming you actually did in fact ‘do it’.

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- ***Jinx*** - [Gain 200 per]
You have a habit of jinxing yourself and others, this might not go over well with the superstitious types.

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- ***He did fall for it!*** - [Gain 200 per]
You are easily fooled, someone simply saying ‘hey look at that’ will get you to do so, even if you were just fighting a moment ago.

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The End :

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- ***Move On*** - [Free]
You on to the next world in your chain

- ***Return Home*** - [Gain 1,000]
Return home to your original world.

- ***Stay Here*** - [Gain 1,000]
Stay here permanently.

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Notes :

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Possible Ideas to Use :

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Speed Perk?



Block Perk?



Strength Perk?

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My Build :

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Difficulty = ***Easy*** - [Free]
Arrival Type = Drop In - [Gain 300]
Arrival Location = Canyons
Species = Human - [Gain 300]

Items :
- X 2 - ***Jumbo Dropship*** - [50]
- X 2 - ***Space Dinosaur - Small*** - Adopts 40 Per Purchase - [50 , Discounted for Unaligned]
- X 2 - ***Space Dinosaur - Large*** - Adopts 10 Per Purchase - [50 , Discounted for Unaligned]
- X 14 - ***Cruiser*** - UNSC Cruisers - [400]
50x2 = 100
50x2 = 100
50x2 = 100
14x400 = 5,600

Companions:
- ***Master Chief*** - Spartan 2 Super Soldier - [Free or 50 to guarantee]
- ***Cortana*** - Smart AI - [Free or 50 to guarantee]
- ***Jacob Keyes*** - UNSC Captain - [Free or 50 to guarantee]
- ***1337*** - Spartan 2 Super Soldier - [Free or 50 to guarantee]
- ***Big Brother and Big Sister*** - Crash Survivors - [Free or 50 to guarantee]
- ***Mamma*** - Antique AI - [Free or 50 to guarantee]
- ***Children*** - [Free]
- ***Teens*** - [Free]
50x6 = 300

Drawbacks :
- ***No Perks*** - Old - [Gain 600]
- ***No Perks*** - New - [Gain 600]
- ***No Items*** - New - [Gain 600]
- ***Silly Callsign*** - [Gain 200]

- ***Nail Biter*** - [Gain 200]
- ***But still i am worried*** - [Gain 200]
- ***Left Behind*** - [Gain 200]
- ***Whiny*** - [Gain 200]
- ***Children*** - [Gain 200]
- ***Dusty*** - [Gain 200]
- ***Comms Interference*** - [Gain 200 per]
- ***Dodge?*** - [Gain 200 per]
- ***Easily restrained*** - [Gain 200 per]
- ***Teens*** - [Gain 200 per]
- ***Hungry*** - [Gain 200 per]
- ***Heavy Rain*** - [Gain 200 per]
- ***Tired*** - [Gain 200 per]

600x3 = 1,800
200x14 = 2,800
1,800+2,800 = 4,600

Points to Spend =
1,000 + 300 + 300 + 4,600 = 6,200

Points Spent =
300 + 100 + 100 + 100 + 5600 = 6,200