

# Other's Gift CYOA

My name is Indrid Cold. Wake up, anon.  
We are the Others.

We want to know more about humans.  
You will help us. Here are some gifts.  
21 points to make yourself more like us.

We will grant you a special power if you  
spend all the points in a single tree

There are 3 trees to which all abilities belong.  
You can choose one or more of these.  
Each ability includes the preceding levels.



Physical Powers

Personal improvement and overcoming limits, your body will become capable of feats worthy of legends.



Mental Powers

Not exactly physical, these powers will enhance your mental abilities to levels not seen outside of fiction.



Supernatural Powers

Eldritch powers granted by an incomprehensible source, they set you apart from mankind as one of the world's few miracle workers.

You can go it alone if you wish to remain independant.  
It is more wise to find an ally, but you will gain an enemy.  
You can make another enemy to gain another 9 points.



Anarchists

Those that wish to be outside of any power or authority other than their own. They have no hierarchy or organisation. They tend to work together when needed but apart from a loose social structure are mostly free to do as they wish.

As An Ally:  
Will not try to control you and can inspire the people for you

As An Enemy:  
Will have fun ruining your life in every way they can



Anonymous

Internet warriors that fight for causes or the lulz. Use their powers for both good and ill. No recognised formal leadership to speak of. Tend to fight the good fight and have their own morals. Not very capable of physical support, though they are good hackers.

As An Ally:  
Will use their 1337 h4x0r sk33ls to aid you if you are a moralfag

As An Enemy:  
Will mercilessly hunt you down, doxx you and cause misery



U.S. Government

They fight for their own interests, but they help more than they hurt. A large and organised force that is made up of federal agencies. They are able to operate legally in America and less legally overseas. Secret renditions are their common tools.

As An Ally:  
Can provide you with almost anything they can get their hands on

As An Enemy:  
Will torture you with no mercy. You aren't human to them

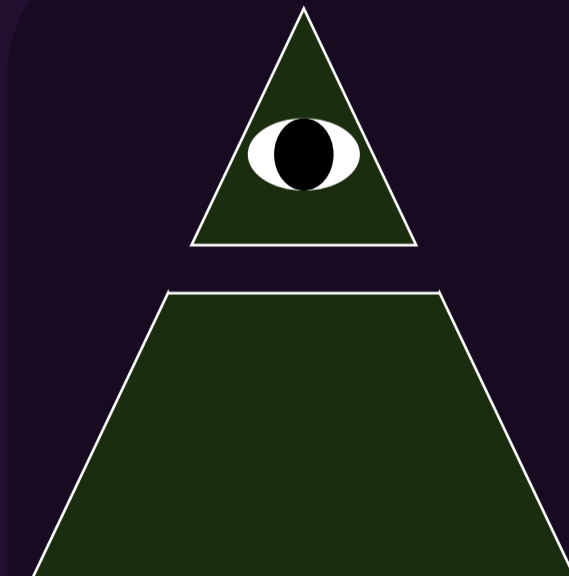


Israel

The Mossad and other forces work for their interests to further the cause of Israel. They believe the Jews are the Chosen People and prove it with their ability to make things go their way, and their arrogance means they feel they can go where they please.

As An Ally:  
Will grant you all the perks of being a Jew if you convert

As An Enemy:  
Will track you and seal you in a cell until you break



Illuminati

Secretly in control the world's economies and major businesses, the Illuminati exist to control the common people and further their own power in the world. Almost all CEOs of major corporations are members and they have a finger in every pie they can find.

As An Ally:  
They control almost everything and are willing to share

As An Enemy:  
There is nowhere safe for you or your loved ones to hide.



The Others

Entities that wish to learn about humans. Some of them have taken a liking to it and provide help in the form of warnings of impending disasters. Typically they work through a human chosen to help them. You may be one of these Chosen.

As An Ally:  
Will teach you to use your powers, may answer your questions

As An Enemy:  
Know where you are. Will drive you insane. Immune to powers.

# PHYSICAL POWERS




**Sustain 1**  
You eat, drink and rest once a week, and you don't get tired easily.

1pt




**Sustain 2**  
You eat, drink and rest each month. You can hold your breath for hours and do not tire if you have rested.

3pts




**Sustain 3**  
The sun gives you sustenance. You now never tire. Breathing is now optional.

5pts




**Metabolic 1**  
Your metabolism is controllable, and you can change how much pain you feel from your regular level to none.

1pt



**Metabolic 2**  
You can hibernate for short periods. The need for air is reduced during low or no activity, and can be increased to boost abilities.

3pts



**Metabolic 3**  
You can enter hibernation for any amount of time. You can fake your death by severely slowing down all vital signs.

5pts



**Flight 1**  
You have grown wings that can hold your weight and fly at 40km/h.

1pt



**Flight 2**  
Your wings can hold another person and fly at 80km/h.

3pts



**Flight 3**  
Your wings can hold an additional two people as well as fly at 160km/h.

5pts




**Alter 1**  
Your height, build and appearance are all malleable, up to 25% of your original state.

1pt



**Alter 2**  
You can alter the entirety of your body, up to a full gender swap. You can alter your size by double/half.

3pts



**Alter 3**  
You can alter the bodies of others equal to Alter 2 when in physical contact.

5pts




**Senses 1**  
Your ears can hear radio and sonar. Ultraviolet light is visible to you, and you can see in pitch dark places.

1pt



**Senses 2**  
Your senses now rival that of birds of prey, canines, felines and sharks. Your features may look like them too.

3pts




**Senses 3**  
You can perceive a bullet in flight. Events near you will be automatically perceived, like a "spidey-sense".

5pts




**Senses 4**  
Your senses can now perceive all that occurs on Earth or any other planet you are on each second. Your "spidey-sense" is stronger now.

7pts




**Precision 1**  
Hitting what you aim for is very easy to do. Your co-ordination is greatly improved as well.

1pt



**Precision 2**  
Your ability to aim is the highest that humans can reach. You rarely miss. Your co-ordination is now superhuman.

3pts




**Precision 3**  
You have absolute precision and can hit anything physically possible. Your level of co-ordination is now flawless.

5pts



**Vision 1**  
Infrared is visible to you, allowing heat signatures to be seen at will.

1pt



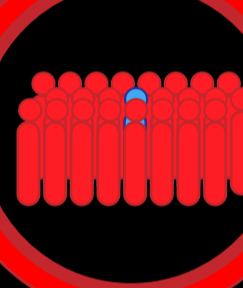
**Vision 2**  
X-ray vision is yours. Any solid object will be like glass to you at will.

3pts




**Vision 3**  
You may project a heat or freeze ray from your eyes. It can be a sweep or beam.

5pts




**Invisibility 1**  
You can slip into the background perception of people at will, but only in person.

1pt



**Invisibility 2**  
A camouflage makes you blend into the world around you like a chameleon. You still give off a heat signature.

3pts



**Invisibility 3**  
No one and no thing can see you. You can turn this off and on at will.

5pts



**Strength 1**  
You are stronger than any human could be, with the potential to easily lift trucks.

1pt




**Strength 2**  
Most things can be lifted, only the best machines can rival your top strength.

3pts




**Strength 3**  
Anything you can grip you can lift, there is no limit to how strong you may become.

5pts



**Reflexes 1**  
Your reflexes are better than those of Bruce Lee, and you could see him begin to move to strike.

1pt



**Reflexes 2**  
Cobras are like snails to you, and you can watch bullets like they are in slow motion to you.

3pts



**Reflexes 3**  
Your reflexes are faster than any living thing, only another with Reflexes 3 can match you. You can perceive a single nanosecond.

5pts




**Healing 1**  
Minor wounds heal fast, major wounds take from hours to days to heal. You can still die.

1pt




**Healing 2**  
Wounds short of dismemberment and decapitation can be healed within minutes.

3pts




**Healing 3**  
Arms regrow in seconds and any bisection will not slow you down for long.

5pts




**Healing 4**  
Your brain is no longer important and you can fully regenerate from a single cell. You do not age.

7pts




**Durability 1**  
A leap from any height won't kill, blades can't cut and .22LR will bounce off you. -50° to +250° are the temperatures you can handle.

1pt




**Durability 2**  
Your bones are hard to fracture and your skin can stop all but .50BMG. -100° and +500° is what you can withstand safely.

3pts




**Durability 3**  
Your skin is as tough as diamond you have unbreakable bones. Temperatures that can harm you are -200°, +1000° and beyond.

5pts



**Speed 1**  
You can move at Mach 1 (1,225km/h) for a 1 hour duration before tiring. G-forces are reduced by 5x.

1pt



**Speed 2**  
Mach 2 is your top speed, controllable for 2 hours. G-forces are reduced by 10x.

3pts



**Speed 3**  
You can vibrate through walls and evade bullets while standing still. Mach 3 is your top speed. G-forces are reduced by 15x.

5pts



**Speed 4**  
You can move at light speed. G-forces and the limitations of physics do not affect you moving, in a negative fashion.

7pts



**Evolution 1**  
You involuntarily adapt your body to survive minor any hazards, i.e. poison or fire.

1pt




**Evolution 2**  
You involuntarily adapt your body to anything that hurts or might kill you.

3pts



**Evolution 3**  
You can now choose how you evolve. While you cannot evolve things gained from other powers you can evolve most other things.

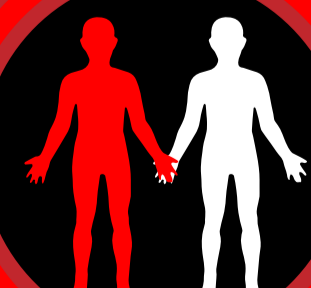
5pts



**Evolution 4**  
You may now evolve by assimilating living things that have desirable features, such as flight or good reflexes.

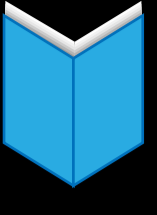
7pts

**SPECIAL POWER**




**Companion**  
Accompanying you is an Other. They are tasked with learning about humanity as a person, and will have your ideal form. They will defer to you, but if they know better they will tell you.

# Mental Powers




**Learning 1**  
New topics require only half a year to master. Knowledge gained degrades at a slower rate than normal.

1pt



**Learning 2**  
New topics require a month to master and knowledge degrades very slowly.

3pts



**Learning 3**  
Anything can be learnt in under a week without any repetition. The new knowledge does not degrade.

5pts




**Creativity 1**  
You can come up with new ideas on the spot and will never suffer with writer's block.

1pt



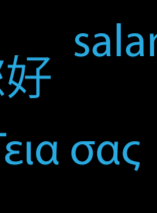
**Creativity 2**  
Inspiration strikes you constantly and you always have ideas.

3pts



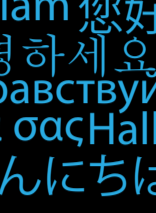
**Creativity 3**  
There is no limit to your creativity. You can solve any and all problems you face, and your inspiration is unlimited.

5pts




**Polyglotic 1**  
Up to 15 of Earth's languages can now be fluently written, spoken and read by you. You can learn more in a week.

1pt



**Polyglotic 2**  
You can fluently read, write and speak all languages of Earth that have been spoken in the past and present.

3pts




**Polyglotic 3**  
Any language that you encounter can be learnt within a week.

5pts




**Empathy 1**  
You can feel the emotions of anyone you see or touch and understand the reason behind the emotions.

1pt



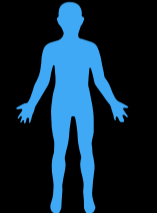
**Empathy 2**  
Emotions that have transpired in a place in the past, as well as those of people in a distant place, can be felt by you.

3pts



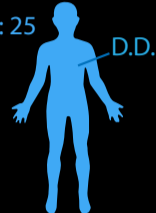
**Empathy 3**  
The emotions of people can be easily influenced towards ones you wish them to feel.

5pts




**H.U.D. 1**  
Anything and every person you see is identified by a name bar floating above them.

1pt



**H.U.D. 2**  
Any important or desired information will pop up in your vision when you focus on something.

3pts




**H.U.D. 3**  
You can see your stats and a minimap of area around you. Any information that you know about something can be brought up.

5pts




**Social 1**  
You have a mental list of things that you can say when talking to people that let you influence any conversation.

1pt



**Social 2**  
Words that give the wanted outcome tend to be the first thing that you say. You never spill your spaghetti.

3pts




**Social 3**  
There is an aura of suggestibility that hangs around you. People you meet will be inclined to listen and follow you.

5pts



**Intellect 1**  
You are smarter than you were before, up to an IQ of 140.

1pt



**Intellect 2**  
You are even smarter than before, with an IQ of 180. Mental exercises are much easier and thinking at this level is normal to you now.

3pts




**Intellect 3**  
Your intelligence is incredible, having reached an IQ of 220 and the ability to go beyond even that.

5pts



**Intellect 4**  
You have an IQ of 260 and the ability to steal IQ from people and also grant others an IQ boost from your own IQ pool.

7pts



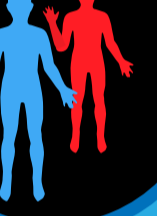
**Mimicry 1**  
Any voice you hear you can imitate with perfect pitch and intonation that is identical with the original.

1pt




**Mimicry 2**  
Anything you see can be repeated by watching or hearing it be performed after no more than 10 times, depending on difficulty.

3pts




**Mimicry 3**  
You can repeat any activity that you have witnessed once flawlessly.

5pts




**Memory 1**  
An enhanced memory allows you to remember at the human peak. Recall is improved and you retain details better.

1pt




**Memory 2**  
You now possess a photographic memory that will enable you to remember every thing that you do.

3pts




**Memory 3**  
Your memory is eidetic as well as photographic. This applies retroactively as well. You will not forget anything.

5pts




**Memory 4**  
The memories of others can be yours by touching their head or mind. They can be given or taken.

7pts




**Discern 1**  
The workings of any machine, device or program is known to you intuitively when you examine it.

1pt




**Discern 2**  
You have the ability to see patterns and solve problems equal to Batman or Sherlock Holmes. Illusions affect you less than others.

3pts




**Discern 3**  
You can see relations between causes and effects and can plan for every variable and find solutions to every problem.

5pts




**Telekinesis 1**  
You can move things with your mind. You can move 200kg at a time, but only what you see. You can resist TK1 if it is used on you.

1pt




**Telekinesis 2**  
Up to a tonne of weight can be moved at once, with less focus and quick momentum reached. You can resist TK2 if it is used on you.

3pts



**Telekinesis 3**  
Anything you can see can be moved. Only someone with TK3 can resist TK3.

5pts




**Telekinesis 4**  
Your ability to move things with your mind has allowed you to form force fields of TK energy, of up to 1sq km total in size at a time.

7pts




**Telepathy 1**  
Communicating mentally is possible and all surface thoughts are open to you, but they must be in sight.

1pt



**Telepathy 2**  
The inner thoughts and memories of people are open to you, as long as you focus on a person. Sight is not needed.

3pts




**Telepathy 3**  
You may experience what someone else is experiencing as if it was happening to you. You will suffer no harm from this.

5pts




**Telepathy 4**  
Your telepathy can now affect up to 100 people all over the world.

7pts




**Will 1**  
Fear has no hold on you and your will is as strong as the strongest human. You are now highly motivated.

1pt




**Will 2**  
Motivation beyond mortal levels as well as the inability to be distracted. You are highly resistant to pain and trauma.

3pts




**Will 3**  
Nothing can break your resolve, any temptation can be ignored. You may possess the will to defy death.

5pts




**Dominate 1**  
A mesmerising gaze is yours. With it one non-Chosen/Other will become your devoted servant.

1pt



**Dominate 2**  
A total of 10 people can be made your fanatical slaves by your mesmerising gaze. They will do anything for you.


3pts



**Dominate 3**  
Up to 100 people can be enslaved to your will. You can mould their personality to your liking, or not at all.

5pts

**SPECIAL POWER**



**2nd Soul**  
Accompanying you is an Other. They reside inside you. They can talk to you and can take over your body in an emergency. They have forgotten more than you know.

# Supernatural Powers



**Elemental 1**  
Mastery over a single element of nature is granted to you: fire, wind, earth or water.

1pt



**Elemental 2**  
Mastery over two elements is yours, and you can use them together or individually.

3pts



**Elemental 3**  
All the elements of the Earth are yours to control. You have the power to create your elements out of nothing.

5pts



**Summon 1**  
You can summon to a designated point near you whatever you are focusing on, if it does not exceed 200kg in weight.

1pt



**Summon 2**  
You can summon things up to 500kg in weight. An Other may be summoned to assist you, but they may decide you don't deserve help.

3pts



**Summon 3**  
You can summon things up to 1 tonne in weight. The spirits of the dead may be summoned from the afterlife to answer your questions.

5pts



**Luck 1**  
Coin flips and most other minor things are always in your favour, with an increased chance that major things are as well.

1pt



**Luck 2**  
You generally very lucky, and could win the lottery every year. Your enemies have noticeably worse luck around you.

3pts



**Luck 3**  
Almost everything goes your way when it relates to chance, and your enemies almost always end up like mooks.

5pts



**Suggest 1**  
People tend to take your suggestions, as long as they seem reasonable. Others and Chosen are not affected.

1pt



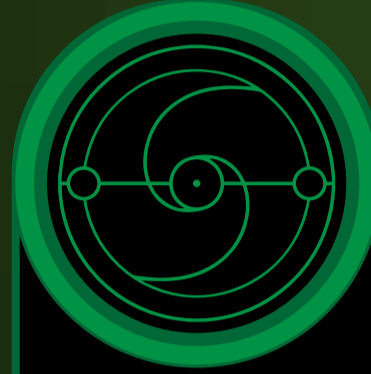
**Suggest 2**  
Unless it conflicts with a strongly-held belief, people will do as you say unless convinced it's wrong. Others/Chosen are not affected.

3pts



**Suggest 3**  
Even if it conflicts with a strongly-held belief, people will be inclined to do as you say. Others/Chosen are not affected.

5pts



**Transmute 1**  
Elements from the periodic table are your playthings. You can change an element from one to another, with +/- 1 atomic weight.

1pt



**Transmute 2**  
Things, living and not, can be entirely transmuted into something else. You may now change an element with +/- 5 weight.

3pts



**Transmute 3**  
The knowledge to transmute materials into living things is now within your grasp. You may now create anything that you can think of.

5pts



**Illusions 1**  
You can create small illusions, able to fill an average-sized room. It flows into reality and feels like a dream.

1pt



**Illusions 2**  
An area equal to 100sq metres can be warped to feel as though it is real. It cannot harm people.

3pts



**Illusions 3**  
As long as you focus, you can create vivid illusions that alter reality, and stretch as far as the horizon. They feel real, as do any injuries.

5pts



**Precog 1**  
The next 3 seconds of time is perceived by you when you wish to see it. This is entirely accurate, but may be changed if you work for it.

1pt



**Precog 2**  
The next 6 seconds of time is perceived by you when you wish to see it. This is entirely accurate, but may be changed if you work for it.

3pts



**Precog 3**  
The next 12 seconds of time is perceived by you when you wish to see it. This is entirely accurate, but may be changed if you work for it.

5pts



**Precog 4**  
The next 24 seconds of time is perceived by you when you wish to see it. This is entirely accurate, but may be changed if you work for it.

7pts



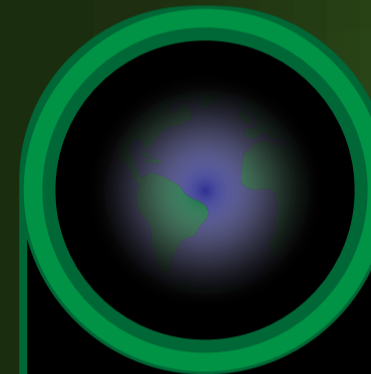
**Dimension 1**  
A city-sized pocket dimension is created by you. It is home to regular humans, and you may come and go as you wish. Others may visit.

1pt



**Dimension 2**  
A nation-sized dimension is created by you. You may alter minor details but it is mostly like Earth.

3pts



**Dimension 3**  
A planet-sized dimension has been created by you. You may alter it however you wish, but you may never return.

5pts



**Astral 1**  
You may enter the astral plane, allowing you to see and hear distant things. You may only astrally travel for an hour.

1pt



**Astral 2**  
Your voice can be heard by the living and astrals and with enough effort you may move things. Your astral travel time is 6 hours.

3pts



**Astral 3**  
Your time limit is now 36 hours. You may live as a ghost if you die, that physically interacts with the world.

5pts



**Astral 4**  
Another individual may astrally travel with you. This requires initial touch to link you as you enter and leave the astral plane.

7pts



**Temporal 1**  
Time seems to slow down when you wish it would, and resumes when you wish it would.

1pt



**Temporal 2**  
You may stop time for an entire minute and move about unhindered. After this time the world will resume motion.

3pts



**Temporal 3**  
Your time-stopping ability now extends to an hour, and you remain unaffected as others slow down or stop time.

5pts



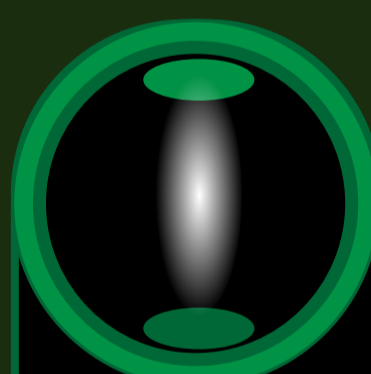
**Teleport 1**  
You may teleport to a spot within your vision, up to once an hour. If you do not clearly see it you may fail and appear in a wall or similar.

1pt



**Teleport 2**  
Once a minute you may teleport to any place you can think of, but you must make sure you do not end up TPing to an unsafe place.

3pts



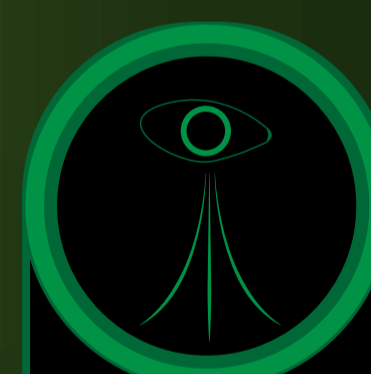
**Teleport 3**  
Every 30 seconds you may teleport to anywhere you can imagine. You will always re-appear in a safe place.

5pts



**Teleport 4**  
There is no limit to where you may TP, nor any cooldown on the frequency.

7pts



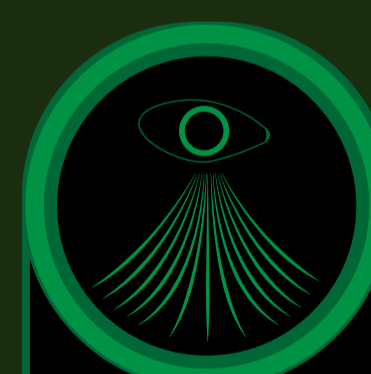
**Visions 1**  
1 month into the future is visible to you, with the most likely paths being the most prominent you will see.

1pt



**Visions 2**  
Up to 1 year into the future can be viewed but all possible futures are seen at once. How you make them happen is up to you.

3pts



**Visions 3**  
Up to 10 years into the future can be viewed, but all of the possibilities are open.

5pts



**Possession 1**  
You may free your spirit and inject it into another's body. You will command their body for 1-5 hours, depending on your will.

1pt



**Possession 2**  
By abandoning your body you may take over a one already owned. You may lose control in a battle of wills, sleeping lowers their resistance.

3pts



**Possession 3**  
You may entirely possess up to 10 people in a hive mind fashion for 24 hours at a time. Others and Chosen are immune.

5pts



**Possession 4**  
You may possess up to 10 people in a hive mind. More can be assimilated, 4 a day. Others and Chosen are immune.

7pts



**Save State 1**  
You have a single real life save slot that you can use by focusing on it. Your memories remain intact after loading.

1pt



**Save State 2**  
You have 5 save slots and you can pick one other person with which to share these slots.

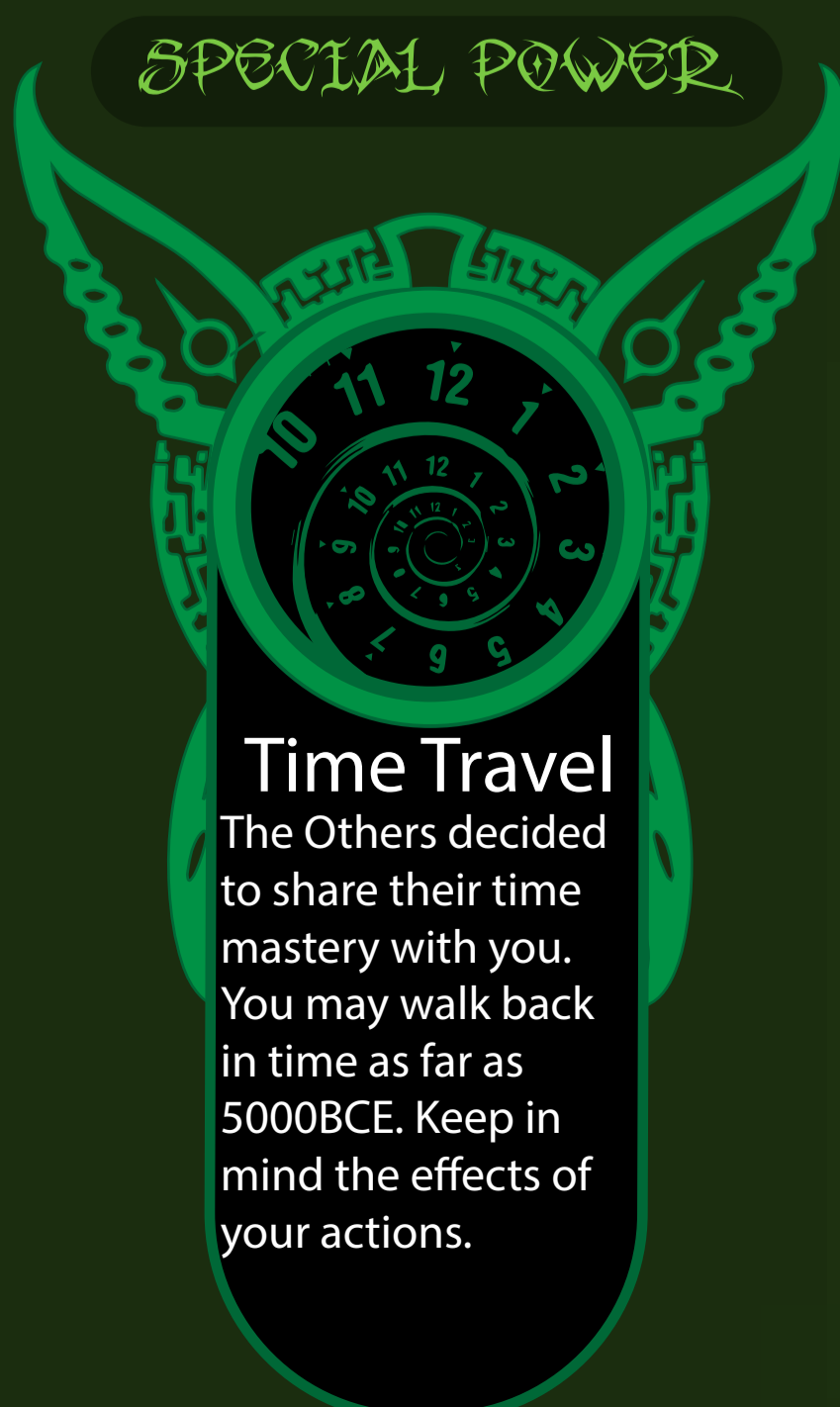
3pts



**Save State 3**  
A total of 10 save slots are available to use. 3 other people can share these slots.

5pts

## SPECIAL POWER



### Time Travel

The Others decided to share their time mastery with you. You may walk back in time as far as 5000BCE. Keep in mind the effects of your actions.