

The Sonomancer: an ATLAS ASMR jump
by PerfectlyNormalShard

Welcome, Jumper, to Earth. The year is 1912: regular mundane Earth... balloons, birds, science, and the flying city in the sky that discovered a new power source! What? You don't have that usually; oh well…. Take **1000 Choice Points.**

Starting Location

In the middle of nowhere, literally, not too far from you is a hill where Flintlock's balloon is waiting for you with a message for you; hopefully you don't have a fear of heights.

Origins

ALL origins are drop-in; age and Gender are up to you. Your age is 14+2d4 and 18+3d6 for Adults.

The Apprentice
You are a leader, the head and brain of the team; that means you are also always responsible if shit hits the fan, you main character wannabe.

The Aeronaut
All the power in the world doesn't mean much when your teammates are dragging you down; luckily for us, you are one of the best, and you especially know how to work in a team.

The Inventor [100 CP]
You're not a kid; you're a grown person. You might not have experienced something as bizarre, but your life experience certainly gave you insight.

Perks

Origins get their 100cp perks for free, and the rest are discounted to 50%.

General [Undiscounted]

A.S.M.R [Free]
Autonomous Sensory Meridian Response; it will now permeate the world at will. Sound will never exceed the sound of a gun firing in a game; screaming is impossible, and everyone speaking and interacting with the environment itself will be ASMR. Talk with someone long enough without talking, and it will turn into an ASMR session, without anyone but you realizing, both in tonality and behavior; even other types of ASMR will be performed without anyone, not even the subject, even if they were an enemy or competent at ASMR, will see the problem with that. And no one, not even time and the universe, will exploit those moments; be absent-minded, drifting off, or even fall asleep, and time itself will stretch so nothing is missed; even your mortal enemies will wait for you to be ready to resume.

Audial [Free]
Everything in this world possesses unique properties, unique tones and timbres, frequencies, and wavelengths; audial is a force that channels and transforms these properties into any other type of form, like kinetic, with 100% efficiency; your existence is the singularity, origin and emergence of Audial, allowing you to use everywhere, or share it with any and every one, be it as a force, or talent, your free to modify it how this interact with the world with no limit but what you can do.

The Apprentice

H.U.D [100 CP]
No wonder you think of yourself like a game's hero; you got a bloody H.U.D., although by default it is inspired by Gilded Age 20th-century style, you even have soft OST, along with presentation cards, objective maker and tracker, and a peppy narrator by the name of Flintlock, whom you can ask for advice; it comes with an on/off button and option menu.

Silent Protagonist [200 CP]
Well, I guess being selectively mute is what works these days; even if you don't speak much, it seems others will speak for you, avoiding misunderstanding while also replacing your lacking social skills with theirs. It's also very easy to become famous and spread your ideas around, especially after some heroic feats, and this naturally makes you very attractive to factions, making you a prime target for recruitment, rather than neutralization, kind of like a game with different faction endings.

Avatar Mindset [400 CP]
You really feel like that busted game avatar at this point; any force that requires a certain will, purity of mind and soul, or has some corruptive effect just doesn't seem to have such effects on you; it's almost like you're the game protagonist who learns skills just like that, which treats lore like flavor text or a quint status effect.

Chosen of Audial [600 CP]
Perhaps I should call you the Elizabeth of this world? While without any perks or cap booster, even the most gifted of users can innately influence a large room, your level of power is stupid; with reserve that seems truly bottomless, capable of stocking the audial of an entire country into you with no issue, and with enough focus and audial, the effects you can accomplish have the range of an entire city at least, and possess the ability to affect other seemingly more fundamental forces like the fabric of space-time and the weather itself, including possible permanent effects. You're just the chosen one at this point.

The Aeronaut

Don't you know how to fly? [100 CP]
Hard to call you a man of the sky without the aptitude and skills to back it up, beyond just a 10-year program shoved into your brain for all types of existing aerial vehicles; you're now immune to vertigo, fear of height, pressure problems, etc., while also having the talent to learn any skill needed for the sky life in a fraction of the time needed.

Flintlock out! [200 CP]
With a friend like you, why would anyone NOT want to hear you 24/7? This perk works similarly to the H.U.D, but for others, you can grant that perk to anyone you want regardless of limit, along with the audial perk if you want, you can decide if what you send is a mere system or a copy of your mind (it's completely immune to alteration). You can also connect to anyone you know or share the perk with, to act as that H.U.D to share senses and communicate,

The Epic Tale of Flintlock [400 CP]
The universe must really wish to spread your legend; in short, any feat or claim you spread around is embellished and exaggerated as it is repeated, and that is mostly in a positive way. Any team you participate in, or any event where you are a part of, you can decide that your teammates downplay their effort and inflate or even attribute their own achievement to you, while blunders are downplayed or even ignored.

Sidekick [600 CP]
You are the perfect sidekick: beyond giving incredible charisma, persuasion skills, oratory skills, perception, and general charm, your fate as a sidekick is that your enemies tend to target your ally whom you have designated as the protagonist. You also never seem to have a sort of plot armor, in that you can never be killed by accident, but only by deliberate attack, and even then the protagonist has a chance to rescue you. You also can create bonds with anyone you share a connection with, even transfer items into your newly created shared inventories. (you have one per bond and the limit is that person's weight; a shared inventory can only be accessed by the two people, meaning each bonded person gains an inventory you can access).

The Inventor

Tactus, Motus, Vox [100 CP]

It would be a shame for the guru of Audial if you weren't perfectly suited to research it; not only can you walk down the different skill trees of the main three (tactus, light taps and scratches, motus, movement and friction, vox, the power of voice and words), but also are permanently able to have perfect pitch, and hearing, not even sell it to the fey , or being it stolen by witches or eldritch forces can take, steal, suppress or whatever negative effect happen to your ability to generate, use and sense of audial and sound. Thankfully, you can turn this on and off anytime, and mute and deafen yourself at will.

Whispers of Audial [200 CP]

While Audial may be a mindless force (unless you are the core of Audial), like heat, that doesn't mean it isn't physically reactive. Everything is frequency, including thoughts and emotions that move within your brain; you can feel and connect to them, which themselves are connected to your surroundings and other individuals. Like the force, you can feel the intentions and emotions of those you can sense and focus on, also acts as a danger sense, like predicting ambushes and imminent attacks.

Let me pluck it out [400 CP]

Audial while completely scientifical(ish) require the user to be pure of will and intent, your desire respond to this field, and not all (maybe, might depend on you) have the gift to innately use it, beside external tool like totems, thankfully we have you, not only are you an excellent teacher, you can quite literally, pluck the bad vibes and distraction from your apprentices, hell even the inability to hear you, as well as gift them the ability to channel audial, or channel audial itself to create enhanced or enchanted items with special effects, their powers being how much you invest in them.

New Golden Age [600 CP]

You've got quite the brilliant mind here, Vox, Tactus, Motus, this trinity, you see for what it truly is, primitive, in desperate need of Innovation, because that is what you are, your affinity with Audial may not be on the level of the apprentice, but your ingenuity and creativity extend not just to audial, but all forces, be it classical like heat to mystical and pseudo-magic/Beta-magic forces, be it creating inventions or devising new ways or paths and accesses, no force will forever be out of reach of you, and you have an additional gift, democratization, any invention or discovery you made and you wish to share, will be shared with every one, making it impossible to monopolize it by any party, you may set the requirement and way of sharing once, but after its shared it's out of your hands..

Items

You get 300 CP for this section only. Plus one discount per tier.

The Apprentice

Audialwear [100 CP]
A small earpiece that allows you to attune to the frequencies and wavelengths of anyone you can sense, allowing you to perfectly tune, hear, and communicate with anyone regardless of distance and environment.

Spyglass [200 CP]
A spyglass enhanced with Audial, emitting a golden shine; merely having it on you grants you a sort of mini map, and slowly creates a greater map as you move around, mostly using acoustics; its glass has been similarly enhanced to zoom up to the same level as a telescope and allow you to analyze targets through Audial, granting a sort of 360° 3D detective mode.

Death's stop [400 CP]
Hard to feel like a game's protagonist with only one life, so have this extra life; it's reusable every 10 years or every jump, whichever is shorter. When you die, you'll end up in a different plane of existence manned by your personal psychopomp, each time wearing a different role and /or a different vista, but supprising similar face, its up to your taste and whims, be the difference faces or death or something unique. Be it a traverse with Charon(ette) on the River Styx, playing a game with Baron Samedi, or even sitting on a plane with a person in 1959. Once you die, you'll have an ASMR session that suits your taste, a nap, perhaps even sleeping for a while, but no more than 24 hours total, a bit of toiletries and breakfast, wash your face, and we will transport you up to 5 minutes back in time to the time of your death

The Aeronaut

Trusty suit [100 CP]
I'm not going to lie, but being at high altitude sucks, from the cold to the pressure to a dozen other things; thankfully this suit, worn by all aeronaut worth the name is equipped to handle such environment, comes with a bunch of nifty tool pocketed inside, such as a knife, a compass, a thermos, and other essentials.

Journal [200 CP]
A small journal with virtually infinite pages and an attached pen with infinite ink, both indestructible, and enchanted so that the more you write, the more your mind is arranged, allowing you to have flashes of brilliance; this works especially well to uncover conspiracies and secrets. Comes with objectives and missions (main or side missions) that might interest you

Hot Air Balloon [400 CP]
Your home in the sky, a home away from home, this balloon, which has infinite fuel, is spacious enough for you to live inside, has one of those small fridges which produce sandwiches, a bedroll, a radio with a stupid level of range, an updated map, and anything you might need without ever touching the ground, come with an instruction manual.

The Inventor

Audial Glasses [100 CP]
Steampunk-styled glasses that can be adjusted to analyze both Audial and any exotic energy and analyze object, getting both name, history and characteristics, works as sunglasses as well.

Audial Lab [200 CP]
Any budding inventor needs a good lab; this is a state-of-the-art lab equal to Spark's own, with their own totems and gizmos, and comes with a chest of resources.

Great Totems [400 CP]
A great invention, one that houses and harnesses Audial to amplify and augment it, to control and channel it. Naturally, not all totems are of the same grade; this one is of the "Great" Grade. You receive three of them, which are always being recharged to full passively; one can power an entire city and make it float above the cloud from surrounding Audial for years on end; any that are destroyed and repaired are given back to you.

Companions

Companion Import [100]
Import a single companion into any origin for 100cp each; they gain 600CP.

Canon Companion [free]
So, you want to take any other existing character from this world. Well then, this option is for you if you're convinced them.

Drawbacks

Take as many as you want

Extended Stay [+100 CP]
For each purchase of this, your time here is extended by 10 years. It can be taken multiple times.

loner [+200 CP]
You're an introvert; worse, your charisma is much lessened unless you are comfortable with others, which is never outside emergencies.

ASMR enjoyer [+200 CP]
You can no longer sleep except through ASMR; good luck finding a willing babysitter.

Funny guy [+200 CP]
Not really, you are quite cringe actually.

Science! [400]
Some of your audial power was siphoned into 3 totems, each held by a powerful individual who wants to drain you again and collect all 3 for some mc guffin.

Ideal recruit [+400]
Seem every faction wants a piece of you, and if they can't have you, no one can.

Compulsive disorder [+400]
Choose a type of disorder: ADHD, neurose, anything that hampers your day-to-day life.

The Story[+600]
Apparently, Flintlock's brother hired you for a reason, and there is a brewing revolution; essentially, you have to participate in the flying city's fate.

Fresh start [+600]
You have no memory of what you got or what you filled for this jump; this is a regular isekai for you.

Lockdown [+600]
You have no **Out of Context** items, powers, or warehouse.

Decisions

You have three choices …

Go to next Jump
Continue onto the new mysteries.

Stay
Stay and enjoy your current life.

Go back
Tired of all of it? Take this and go home.

Change Log

v1.0
Initial Template Creation

Notes

-It's clearly based on the game BioShock Infinite, so we will assume Altus is the size of Columbia. So the Audial Spells(trigger phrases) you learn will be divided into three main types and be of a similar power scale to the plasmid, with the higher ends being much more, closer to narrative power; it all depends on the amount of audial and the source's set limit set or possible (i.e., you).