

# SUNSET ALLEY

A CYBERPUNK GENRE  
COLLABORATION

# SUNSET ALLEY

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## HUMPERDINK'S BIOFUSION BOUTIQUE

*The light-footed halfling jumps from the shadow of an apartment building's fire escape, quickly climbing up the steel-and-glass wall of the stock exchange. Clambering nimbly through the open window, her retractable claws leave small gouges in the windowsill, the only trace of her passage.*

*The prisoner shovels the corporation's unreported toxic by-products, whilst casting sidelong glances at the drow warden. The drow think that by keeping the prisoners exhausted through work, they can prevent an uprising. Little do they know that this duergar is fresh as an underdark daisy thanks to his fortitude augmentation.*

*Surrounded by enemies and behind enemy lines, the elven monk knows she must deliver the message or die trying. With a smile, her bronze, scaled skin begins glowing a hot, fiery orange. Let them try and restrain her now...*

An establishment for the gourmand of biomantic augmentations, **Humperdink's Biofusion Boutique** boasts a plethora of available augments using only the fin-est, fairly-harvested components. With a testing area, resting area, and staff of bumbling homunculi, you know you're in safe hands. Or at least you hope you are...

# BIOTECH & AUGMENTATION

From stitching adamantine claws into your paws, to introducing the firefly phosphorescence genes into your skin with really tiny stitches, biotechnical augmentations are the epitome of 'self improvement', at least according to biosmiths. Biosmiths—also known as 'splicers'—are the masters of biological shortcuts, taking the adaptations mother nature has taken millions of years to evolve, and bodging them into a willing creature over a short surgery. Augmentations provide semi-permanent alterations to your character, granting both small boons and minor drawbacks.

**Head, Shoulders, Knees and...** Augments can be applied to each of the following parts of the body: head, arms, legs, skin, and metabolism. Each body part can have one augment at most.

**Biosmiths.** Training in the surgical art of biomancy, as well as availability of the appropriate components, are prerequisites for correctly installing an augment. Biosmiths are the tradespeople responsible for proliferating this morally-grey art.

**Application.** To install an augmentation, a biosmith must perform an operation on a creature. A biosmithing operation takes **1d8 hours** to complete and can install one augment in one individual. After a period of downtime, during which the body adjusts to its new internal biosphere, the augment becomes active.

**Cost.** A biosmithing operation has a cost in both gold and in fatigue. After an operation, a creature gains a number of levels of exhaustion relative to the rarity of the enhancement. Once a creature has recovered from those levels of exhaustion, the augment can be used. Consult the table below for the cost and exhaustion gained after receiving an augment.

## Cost

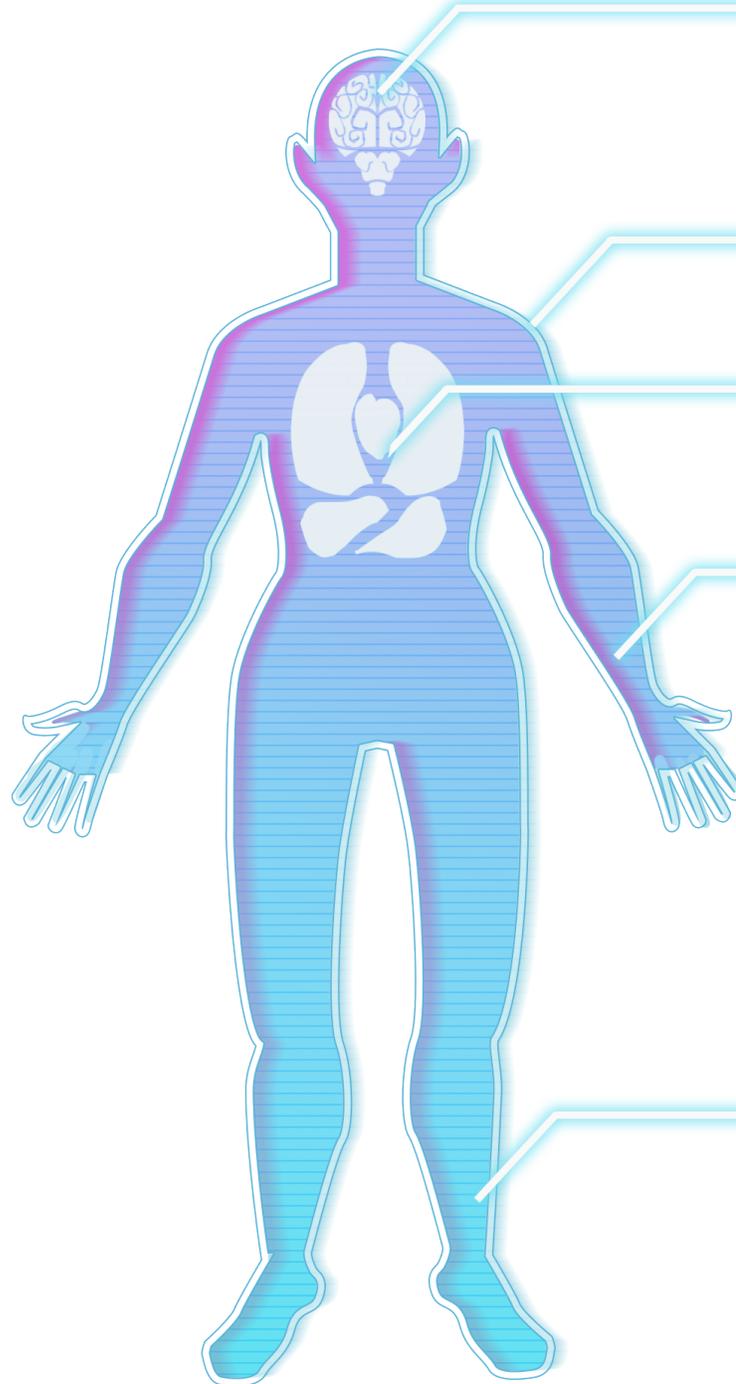
Augment Rarity	Levels of Exhaustion Gained	Approx Gold Cost
Common	1	400 GP
Uncommon	2	1200 GP
Rare	3	3600 GP
Very Rare	4	11400 GP
Legendary	5	35200 GP

**Downsides.** Downsides are an optional modular facet that can decrease the power of augments.  
*These rules are provided in the patron version!*

**Removal.** Removing an augment requires an operation, just like installation. A removal operation costs half as much as installing an augment and gives the same number of levels of exhaustion as on installation.

## THE AUGMENTS

The augments presented below contain rarity variants. These variants explain how to modify the wording of the augment to make it more or less powerful. Extra variants are provided in the patron bonus version of this document which will be available on [Humperdink's Wares!](#)



# AUGMENTATION

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# HEAD

## DRAGON BREATH

*Wondrous item (head augment), uncommon*

With the addition of aether protons to a mixture of your blood and that of a dragon, a small breath sac can be grown in vivo. With a little training, you can learn to unleash this sac's contents, letting forth torrents of destructive energy. When you have this augmented commissioned, choose a dragon colour: black, blue, green, red, or white.

**Breath Weapon.** As an action you can exhale destructive energy, in an area; consult the table below to determine the area shape, size, damage type, and saving throw ability. Each creature in the area must make a **DC 13 saving throw** of the associated ability, taking **3d6 damage** of the associated type on a failure, or half as much damage on a success. After you use this breath weapon, you can't use it again until you complete a short or long rest.

Black	Acid	5 by 30 ft. line (Dex. save)
Blue	Lightning	5 by 30 ft. line (Dex. save)
Green	Poison	15 ft. cone (Con. save)
Red	Fire	15 ft. cone (Dex. save)
White	Cold	15 ft. cone (Con. save)

## HAWK EYE

*Wondrous item (head augment), uncommon*

Inspired by birds of prey, this ocular implant increases visual acuity and provides an artificial focusing mechanism allowing you to rapidly shift focus and 'zoom' your vision.

As a bonus action you can zoom or unzoom your vision. While zoomed you do not suffer disadvantage caused by attacking at a ranged weapon's long range. In addition, while your vision is zoomed, you have **disadvantage** on melee attacks, and melee attacks made against you have advantage.

**Rare variant:** While zoomed you have a **+1 bonus** on ranged attack rolls.

**Very rare variant:** While zoomed you have a **+2 bonus** on ranged attack rolls.

## PSI-STEP

*Wondrous item (head augment), uncommon*

*Available in the patron bonus version on Humperdink's Wares!*

# SKIN

## FIREFLY SKIN

*Wondrous item (skin augment), common*

With isolated firefly and jellyfish genes, a splicer can augment your skin with phosphorescence. As an action you can cast the **light** cantrip with yourself as the target. You can choose how bright the light is, changing both the colour and brightness as a bonus action. The light can be a minimum of 5 feet bright light, to a maximum of 20 feet bright light. You always shed dim light for an additional distance equal to the bright light.

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**Uncommon variant:** As a bonus action you can flash brightly for a moment towards a creature within 5 feet of you. The creature must succeed on a **DC 13 Constitution saving throw** or be blinded until the end of your next turn. After you use this feature you can't do so again until you finish a long rest.

**Rare variant:** Available in the patron bonus version on *Humperdink's Wares!*

**Very rare variant:** Available in the patron bonus version on *Humperdink's Wares!*

## PHOTOSYNTHETIC SKIN

*Wondrous item (skin augment), common*

While you are outdoors you can photosynthesise to feed yourself. This augment has been adapted to take advantage of even the most wan, artificial, fluorescent lighting. The time it takes to gain a day's worth of nourishment depends on the brightness: 1 hour in bright, direct sunlight (or on a sunbed); 8 hours in overcast conditions or artificial light.

## SALAMANDER SKIN

*Wondrous item (skin augment), rare*

*Available in the patron bonus version on **Humperdink's Wares!***



# METABOLIC

## FORTITUDE

*Wondrous item (metabolism augment), uncommon*

Used by athletes and CEOs alike, *fortitude* allows one's body to better resist fatigue and manage with almost no sleep.

You have **advantage** on checks and saving throws made to resist becoming **exhausted**. When you take a long rest, you only need to spend 2 hours asleep and can spend the remainder of the time in light activity.

## GROWTH

*Wondrous item (metabolism augment), rare*

A popular auto-modification within the ultra-olympics, this augment allows your body to rapidly gain mass, doubling in size.

**Enlarge.** As an action you magically increase in size for the next **minute**, along with anything you are wearing or carrying. While enlarged, you **double** your damage dice on Strength-based weapon attacks, and make Strength checks and Strength saving throws with **advantage**. If you can't become Large, you attain the maximum size possible in the space available. Once you have used this feature, you can't do so again until you finish a long rest.

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**Legendary variant:** *Available in the patron bonus version on Humperdink's Wares!*

## RELENTLESS

*Wondrous item (metabolism augment), rare*

*Available in the patron bonus version!*



# ARMS

## RETRACTABLE CLAWS

*Wondrous item (arm augment), uncommon*

Usually made of a durable metal, such as adamantite, these retractable claws are equal parts hidden weapon and climbing aid. Whether these are articulated plates that run underneath the skin, or 4-inch-long curved hooks that rest between your metacarpals is up to you; the effects are the same.

As a bonus action you can cause your claws to extend or retract. While extended, you gain natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to **1d6 + your Strength modifier**, instead of the bludgeoning damage normal for an unarmed strike. You are proficient with this weapon whose attacks count as magical for the purpose of overcoming resistance. In addition, while the claws are extended, you gain a climbing speed of **20 feet**.

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**Rare variant:** Available in the patron bonus version on *Humperdink's Wares!*

**Very rare variant:** You have a **+2 bonus** to attack and damage rolls with this magic natural weapon. Increase the climbing speed to **30 feet**.

## DEPLOYABLE ARMWEBS

*Wondrous item (arm augment), common*

With a flourish (and with the right jacket) you can spread your arms to unveil your membranous, underarm webbing. Inspired by the deadly drop squirrel of the Habojak Jungle, you can use this webbing as gliding wings to slow your fall and allow you to glide, soaring between skyscrapers after cyberjacking a CFO's brain-encrypted passwords.

**Squirrelsuit.** When you fall and aren't incapacitated, you can use your reaction to deploy the webbing and subtract up to **50 feet** from the fall when calculating falling damage. In addition, you can move up to 2 feet horizontally for every 1 foot you descend. You can retract the webbing as a bonus action.

**Uncommon variant:** The distance you can subtract from a fall increases to **100 feet**.

**Rare variant:** Available in the patron bonus version on *Humperdink's Wares!*

## WINGS

*Wondrous item (arm augment), uncommon*

*Available in the patron bonus version on *Humperdink's Wares!**

# LEGS

## AMPHIBISPRINGS

*Wondrous item (leg augment), uncommon*

With a ratcheting mechanism on your heel, and enhanced, synth-rubber leg ligaments, you gain the jumping ability of a frog.

**Standing Leap.** Your long jump is up to **20 feet** and your high jump is up to **10 feet**, with or without a running start. You can't jump further than your remaining movement allows.

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**Rare variant:** Increase the long jump to **25 feet** and the high jump to **15 feet**. If you jump away from an enemy, its attack of opportunity has disadvantage to hit you.

**Very rare variant:** *Available in the patron bonus version on Humperdink's Wares!*

## DEPLOYABLE LEGWEBS

*Wondrous item (leg augment), common*

With a twitch of your leg muscles (and with the right trousers) the concertinaed webbing deploys between your legs. As a bonus action you can deploy or retract this webbing. While deployed, you gain a swim speed equal to your walking speed, but all terrain is difficult terrain while you walk.

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**Uncommon variant:** The swim speed you gain while this is deployed is 15 feet greater than your walking speed.

**Rare variant:** Available in the patron bonus version on Humperdink's Wares!

## WINGS

*Wondrous item (leg augment), uncommon*

*Available in the patron bonus version!*