

DIGIBORN

"It was only a matter of time until we appeared. Your constant meddling in our world left an imprint, a frame for our realm to build upon. Now we are here, and we are more than either of our kind could have created alone."

-Runt, on the origin of the digiborn

Digiborn are each an anomaly from the digital world. They are created when a lost avatar or persona, often in a long dead game or forum, is found by a roaming digital soul. A recently slain digital creature, destroyed beyond egg-based resurrection, will reassemble itself with this idle avatar. The new mixture is burst into life in a flash of energy, data, and magic that is unnatural in the digital world. This new being is not quite digital, not quite biological, and not at home anywhere.

Lost Data

The digiborn do not remember their past life, either as an avatar or as digital life. They come into the world powerful and alone. There are few others like them and even those are few and wildly different in design and demeanor. Some choose to seek out their previous existence, in any form, and discover themselves through their past. Others are unconcerned with their origin and use their powers to forge a new life, for good or ill. Despite a deep desire to find a place to fit in, they rarely spend enough time in one place to carve out room for them to exist. They are always on the move, attempting to fit themselves into a world that seems to have no room for them.

Crossing Worlds

Because digiborn have no traditional home, interplanar travel is especially easy for them. This is not only because they have nothing left to leave behind but because the dimensional barriers are simply easier to pass through for

digiborn. They can move from the world of the digital, to the magical, to the futuristic, to dreams, and back again easily, sometimes within a single day. There is no telling exactly where a digiborn may try and make their home or how they may use their powers to change whatever world they are in.

Digiborn Traits

Digiborn share some common characteristics, though sub-species can vary wildly.

Ability Score Increase. Your Constitution score increases by 1.

Age. You are created fully formed and are independent from that day. Your full life span is dependent on your origin species but typically lasts as long as the data comprising you can stay uncorrupted, which in practice is around 80 – 100 years.

Alignment. No two digiborn are alike, in stature or demeanor. While you may be slightly influenced from your origin, this is rarely a determining factor of your overall alignment.

Size. You are Medium sized.

Speed. Your movement speed is 30.

Languages. You can speak Common and one other language of your choice.

Subspecies. There are thousands of digiborn sub species, each with their own unique traits. Choose one to play as.

Evolution. Each digiborn can tap into reserves of power to achieve an Ultimate or Mega form, granting them additional benefits for a limited time. To achieve the Ultimate form, you must have less than half of your total remaining hit points and be in combat. To change into your Mega form, you must be at less than half your maximum hit points and two allied creatures within 60 feet must be below half their maximum hit points or one

Other Species

Digiborn are incredibly rare and have no specific demeanor or set of ideals. Though they are sometimes inspired by the data that created them, this is not always the case. As such, other species rarely know what to make of a digiborn, if they have ever even heard of one. When encountered, they are often mistaken for other species, a fact some digiborn use to their advantage to stay out of the spotlight.

allied creature must have failed their last death saving throw. The Ultimate transformation lasts 10 minutes and you gain 1 level of exhaustion after that time. The Mega form lasts 1 minute, and you gain 2 levels of exhaustion once it finishes. You cannot change into any of these forms if you have one or more levels of exhaustion. You can choose to move from your Ultimate form into your Mega form, before the Ultimate form has finished. Both transformations are a bonus action, and you can only change into either form once before finishing a long rest.

Each form has passive benefits that each digiborn receives. With the exception of ability score increases and unless otherwise stated, you lose access to all previous form abilities while in a higher form.

Ultimate: You gain +1 to all attack and damage rolls. You can spend up to half of your maximum Hit Dice as part of the transformation to gain temporary hit points equal to your roll; these temporary hit points expire once you return to your normal form.

Mega: You gain +2 to all attack and damage rolls. You have advantage on skill checks and saving throws you are proficient with. You can spend all of your Hit Dice as part of the transformation to gain temporary hit points equal to your roll; these temporary hit points expire once you return to your normal form.

Wizardborn

The wisdom of the sages is written across your mind and body. You can easily twist reality with either your magic or your might.

Ability Score Increase: Your Intelligence score increases by 1.



Thunder Cloud. As an action, you summon a small cloud of electrical energy to strike a target within 30 feet of you. The target must succeed on a Dexterity saving throw (DC = 8 + your Intelligence modifier + your proficiency bonus) or take 1d6 lightning damage. You can use this ability a number of times equal to your Intelligence modifier (minimum of once) before finishing a long rest. You can bolster this attack once before finishing a long rest by spending a number of your Hit Dice up to equal to half your level (rounded down), adding the Hit Dice rolls to the damage of the attack. You can add the damage after the target makes the saving throw but before you know the result of the roll.

Magic Heal. As an action, you can touch a creature and restore 2d4 of their hit points. This healing increases to 3d4 at 6th level, 4d4 at 11th level, and 5d4 at 16th level. You can use this feature once before finishing a short or long rest.

In your Ultimate form, you gain the following abilities.

Amulet Protection. You can choose to have advantage against a spell or magical effects' saving throw, so long as you are aware of it. You can use this feature a number of times equal to your Intelligence modifier (minimum of once) before finishing a long rest.

Kamiuchi. When you make a melee attack, you can charge the attack with evil energy. On a hit, the attack deals an additional 1d6 necrotic damage. The necrotic damage is doubled if the attack is against a celestial creature. You can use this feature a number of times equal to your Intelligence modifier (minimum of once) before finishing a long rest but never more than once on your turn.

In your Mega form, you gain the following abilities.

Berenjena. As part of your transformation, you create two of your signature firearms, the berenjena. Each weapon has six total shots loaded and cannot be reloaded until you assume your mega form again. The guns are ranged weapons with a range of 45/90 and deal 1d6 + your Dexterity modifier piercing

damage on a hit. They cannot be forcibly removed from you, simply dissolving into data at your command. If you allow another creature to use the weapons, they make all attack rolls with the weapons with disadvantage. The damage of your berenjena increases to 1d8 at 6th level, 1d10 at 11th, and 1d12 at 16th level. This weapon is considered magical for the purposes of overcoming resistances at 6th level. You suffer no penalty to your ranged attack rolls with this weapon for being within 5 feet of the target.

Double Impact. If you hit a target with a berenjena attack, you can immediately use a bonus action to attack the same target with your other berenjena, making the second attack with advantage.

Primal Orb. As an action, you can cast the spell *hold person*, without using a spell slot (DC = 8 + your Intelligence modifier + your proficiency bonus). Each time the target fails the saving throw against this spell, including the initial save, it loses 1d6 hit points. If a creature is reduced to 0 hit points in this way, its data is deleted, and it ceases to exist. At 11th level, you cast *hold monster*, instead of *hold person*. You can attempt to use this ability as much as you would like but can only succeed in using it against a creature once before finishing a long rest.

Behemoth. As a bonus action, you summon and mount the legendary motorcycle, Behemoth, from the digital world. The motorcycle moves at double your movement speed on normal terrain and moves at your normal movement speed on difficult terrain. Melee attacks made from the motorcycle while it is moving deal an additional 1d6 damage on a hit, but you cannot attack the same target twice on a turn in this way without expending 15 feet of movement to circle around again. The motorcycle remains with you for one minute or until you dismount it. You can summon Behemoth a total number of times equal to your Intelligence modifier (minimum of once) before finishing a long rest.

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