

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 are 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.

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.

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.

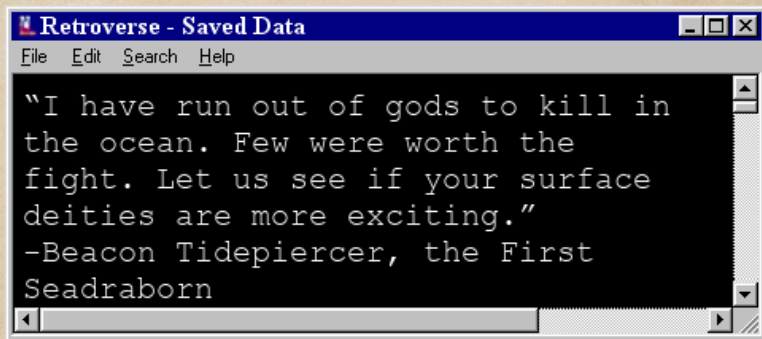
Subspecies. There are thousands of digiborn sub species, each with their own unique traits. Choose one to play as.

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 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.



Seadraborn

Crawling from the primordial water, your life will leave marks up on the surface-world that nobody is prepared for.

Ability Score Increase. Your Dexterity score increases by 1.

Sea Legs. You have a swim speed equal to your movement speed and can breathe underwater. These abilities are still active in your Ultimate and Mega forms.

Ice Arrows. As an action, you breathe out shards of ice from your mouth in a 15-foot cone. Creatures in the cone must succeed on a Dexterity saving throw (DC = 8 + your Constitution modifier + your proficiency bonus), taking 2d4 piercing damage and 2d4 cold damage on a failed save, or half as much on a successful one. This damage increases to 3d4 at 6th level, 3d4 at 11th level, and 4d4 at 16th level. You can use this ability once before finishing a short or long rest.

In your Ultimate form, you gain the following abilities.

Thunder Blade. You have grown a large, bladed horn on your head, which you can use to strike enemies with. Make a melee attack, on a hit, the horn deals 1d8 piercing damage. You can use a bonus action after hitting an opponent to channel electricity through your horn, dealing an additional 1d8 lightning damage. Alternatively, as an attack, you can fire a bolt of electricity at a target you can see within 60 feet. Make a ranged attack, on a hit, the target takes 1d8 lightning damage. Both these abilities can each be used once before

finishing a short or long rest. The lightning damage increases to 2d8 at 6th level, 3d8 at 11th level, and 4d8 at 16th level.

Ice Reflector. When near water, you can use an action to freeze all the water within a 5-foot diameter circle, centered on yourself. This does not affect living creatures of Small size or larger. Tiny sized creatures can be trapped within the ice but themselves are not directly harmed by the ice. You can move freely through the ice, as if it were water. The ice lasts for 1 hour and you must finish a long rest before using this feature again.

In your Mega form, you gain the following abilities.

River of Power. As an action, you fire a cannon of powerful energy, in a 5-foot-wide, 30-foot-long line, from your face. Creatures within the area must succeed on a Dexterity saving throw (DC = 8 + your Constitution modifier + your proficiency bonus), taking 1d10 radiant damage on a failed save, or half as much on a successful one. This damage increases to 2d10 at 6th level, 3d10 at 11th level, and 4d10 at 16th level. You can use this ability once before finishing a long rest.

Capture Beam. As an action, you can cast the spell hold person once, without consuming a spell slot (DC = 8 + your Constitution modifier + your proficiency bonus). At 11th level, you can choose to cast the spell telekinesis instead. Both of these spells are limited to a 1-minute duration, and you must make a concentration check at the end of each of your turns to retain the spell. Once you have used this feature to cast either spell, you cannot use it again until you finish a short or long rest.

Author: [Patreon.com/Snickelsox](https://www.patreon.com/Snickelsox)

Illustrator: [Patreon.com/LaserLuis](https://www.patreon.com/LaserLuis)

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