

# 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

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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

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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.

## Garuruborn

Your ferocious face cannot hide the intelligence within your gaze. The cold has harshly conditioned your body, causing your internal fire to flare to a dangerous degree.

**Ability Score Increase.** Your Intelligence score increases by 1.

**Fox Fire.** As an action, you breath blue flames in a straight line that is 15 feet long and 5 feet wide. Creatures in the area must make a Dexterity saving throw (DC = 8 + your Constitution modifier + your proficiency bonus), taking 2d6 fire damage on a failed save, or half as much on a successful one. This increases to 3d6 at 6th level, 4d6 at 11th, and 5d6 at 16th level. You can use this ability once before finishing a long rest.

**Mithfur.** Your fur is surprisingly tough, acting as natural armor for your body. While wearing no armor, your Base AC is 13 + your Dexterity modifier. You can use shields as normal with this ability. This ability is still active in your Ultimate and Mega forms.

*In your Ultimate form, you gain the following abilities.*

**Wolf Jump.** Your long jump is 25 feet, and your high jump is 15 feet, with or without a running start.

**Wolf Claw.** Your unarmed strikes deal an additional 1d4 slashing damage on a hit. This increases to 2d4 at 6th level, 3d4 at 11th, and 4d4 at 16th level. This damage is considered magical for the purposes of overcoming resistances at 6<sup>th</sup> level.

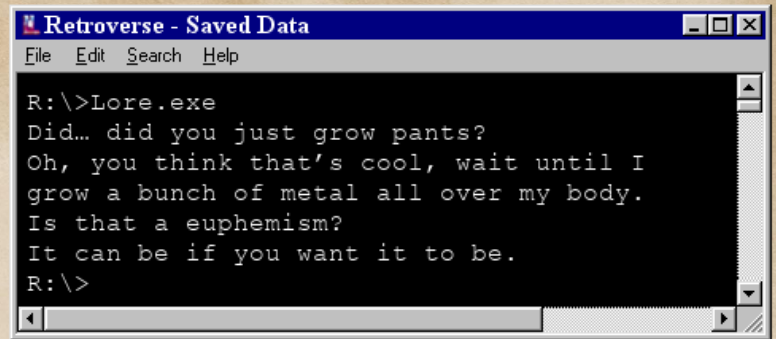
**Commando Type.** You can use a reaction to grant advantage to an allied creature on an attack roll against a target creature if you are within 5 feet of both creatures and you are not incapacitated.

*In your Mega form, you gain the following abilities.*

**Flight.** You gain a flight speed equal to your movement speed.

**Metal Frame.** Your AC is increase by +1.

**Snout Scanners.** As a bonus action, you can focus your attention on a creature you can see within 60 feet. For the next minute, you can



see that creature, no matter where they are, so long as they are on the same plane as you, including through walls, magical darkness, and any other attempts to obscure them. For the duration, the creature makes all attacks rolls against you with disadvantage and the first attack roll you make against them on your turn is made with advantage. You can use this feature once before finishing a short or long rest.

**Giga Missile.** As an action, you fire 1d4 missiles from secret compartments all over your body. Each missile is its own ranged attack (60/90) and each can attack the same target or multiple targets, in any combination. On a hit, the missiles deal 1d4 cold damage and the target must succeed on a Constitution saving throw (DC = 8 + your Constitution modifier + your proficiency bonus) or be petrified in ice until the start of their next turn. The number of missiles increases to 2d4 at 6th level, 3d4 at 11th, and 4d4 at 16th level. You can use this ability once before finishing a long rest.

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