

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.

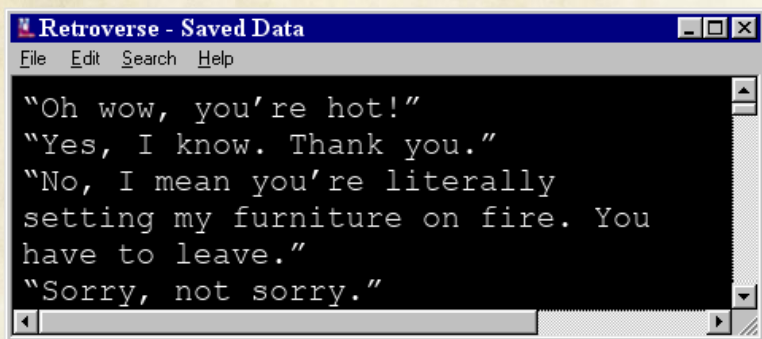
Subspecies. There are thousands of digiborn sub species, each with their own unique traits. Choose one to play as.

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.



Birdrabortn

The wrath of fire burns across your skin, cleansing the impurities of those who meet you in battle. Like the phoenix of legend, you can be beaten but never truly defeated.

Ability Score Increase. Your Wisdom score increases by 1.

Meteor Wing. At the start of your turn, you can use a bonus action to gain wings made of fire. For 1 minute, you have a flight speed equal to your movement speed. While flying, you can use a bonus action to send a stream of flame at a target within 30 feet. Make an attack roll, on a hit the target takes 1d6 fire damage. This increases to 2d6 at 6th level 3d6 at 11th level, and 4d6 at 16th level. You are proficient with the attack. Using these flames reduces the duration of your wings by 1 turn. You can create the wings once before finishing a short or long rest.

Phoenix Rising. As an action, you can cover yourself in flames and jump 30 feet directly in any direction. This can be used as an unarmed strike as well, dealing 1d6 bludgeoning and 1d6 fire damage on a hit. You can use this ability a number of times equal to your Constitution modifier (minimum of once) before finishing a long rest.

In your Ultimate form, you gain the following abilities.

Flight. You have a flight speed equal to your movement speed.

Shadow Wing. You release a weaponized sliver of vacuum at a target within 60 feet. Make a ranged attack, on a hit the attack deals 2d6 slashing damage. This attack ignores resistance and creatures immune to slashing damage are instead resistant to this attack. This attack has advantage in dim or less light

against creatures without darkvision, blindsight, or truesight.

Phoenix Claw. Your unarmed strikes deal an additional 1d4 fire damage. This increases to 1d6 at 6th level 1d8 at 11th level, and 1d10 at 16th level. This can be used in conjunction with your *Phoenix Rising* ability.

In your Mega form, you gain the following abilities.

Four Wings. You have a flight speed equal to your movement speed. Additionally, while flying, you are considered one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Life Force. If casting a damaging spell, you can force all creatures affected by the spell to make a Constitution saving throw (DC = 8 + Your Wisdom modifier + your proficiency bonus). Creatures who fail the saving throw have one of their remaining Hit Dice drained and then added to the damage the spell dealt to them. You can use this feature a number of times equal to your Constitution modifier (minimum of once, with each creature affected by a spell counting as one use) before finishing a long rest.

Starlight Explosion. You flap your wings and release a shower or sparkling lights in a 10-foot radius sphere, centered on yourself. The lights remain in place until the end of your next turn. Creatures of your choice who are inside the sphere when it is created, who move into the sphere on their turn, and who end their turn in the sphere, must make a Dexterity saving throw (DC = 8 + your Wisdom modifier + your proficiency bonus), taking 2d6 radiant damage on a failed save, or half as much on a successful one. This increases to 2d6 at 6th level 3d6 at 11th level, and 4d6 at 16th level. You can use this feature once before finishing a long rest.

Author: Patreon.com/Snickelsox

Illustrator: Patreon.com/LaserLuis

Digimon is owned by Akiyoshi Hongo, Bandai, and Toei Animation. This fan creation is released freely and assumes no ownership of the original IP it is based upon.