

# 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

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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

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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.

## 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

### 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.



## Ogreborn

Wrath fuels your body and anger flows through your blood. Your soul craves combat with a hunger that can never be satisfied.

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

**Bone Club.** You are proficient with bones that you find as a type of weapon. On a hit, bones you are wielding deal 1d6 bludgeoning damage. This damage increases to 1d8 at 6th level, 1d10 at 11th level, and 1d12 at 16th level. At 11th level, while you are wielding these bones, they are considered magical for the purposes of overcoming resistances. Some bones may deal slashing or piercing damage instead. Work with your GM to discuss if a particular bone you're using as a weapon would change its damage type.

**Hone Konbou.** If you are wielding a bone as a weapon, you can use a bonus action to charge it with electricity. On a hit, the attack deals an additional 1d4 lightning damage. This damage increases to 1d6 at 6th level, 1d8 at 11th level, and 1d10 at 16th level. You can use this feature a number of times equal to your Constitution modifier (minimum of once) before finishing a long rest.

**Supreme King Fist.** You blast out a wave of dark energy against a target you can see within 30 feet. Make a ranged attack roll, on a hit, the attack deals 2d4 necrotic damage. This damage increases to 3d4 at 6th level, 4d4 at 11th level, 5d4 at 10th level, and 6d4 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.*

**Hard Shell.** If not wearing armor, your AC is 13 + your Constitution modifier. This increases to 14 + your Constitution modifier at 6th level, 15 at 11th level, and 16 at 16th level.

**Nightmare Syndrome.** As an attack, you can extend a shadow projection of yourself to make a melee attack against any target within 15 feet. The shadow can use your weapon or its own claws. If you hit with a weapon, the attack deals an additional 1d6 necrotic damage. If the shadow uses its claws, the

attack deals 2d6 slashing and 1d6 necrotic damage on a hit. You can use this feature a number of times equal to your constitution modifier but only once on your turn.

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

**Phantom Blade.** When you hit a target with a melee weapon attack, you can use a bonus action to create a secondary phantom copy of the previous attack. Make an attack roll, on a hit the attack deals necrotic damage, instead of the damage the weapon would have normally dealt. The shadow attack cannot be augmented with spells (such as smite spells) but any bonuses the weapon may have already had (such as being magical or silvered) is carried over into the shadow attack. Necrotic damage dealt to a creature in this way cannot be healed until the creature has finished a long rest. If a creature is reduced to zero hit points by the necrotic damage of this attack, it is erased from existence. You can use this feature a number of times, equal to your Constitution modifier (minimum of once) before finishing a long rest.

**Underworld's Call.** You know the spell *animate dead* and can cast it once before finishing a long rest, without the need for material components and without consuming a spell slot. Undead made in this way only lasts a single hour, falling to ash after the spell ends. You cast this spell with a 4th level spell slot when you reach 6th level, with a 5th level slot at 11th level, and a 6th level slot at 10th level.

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

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

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