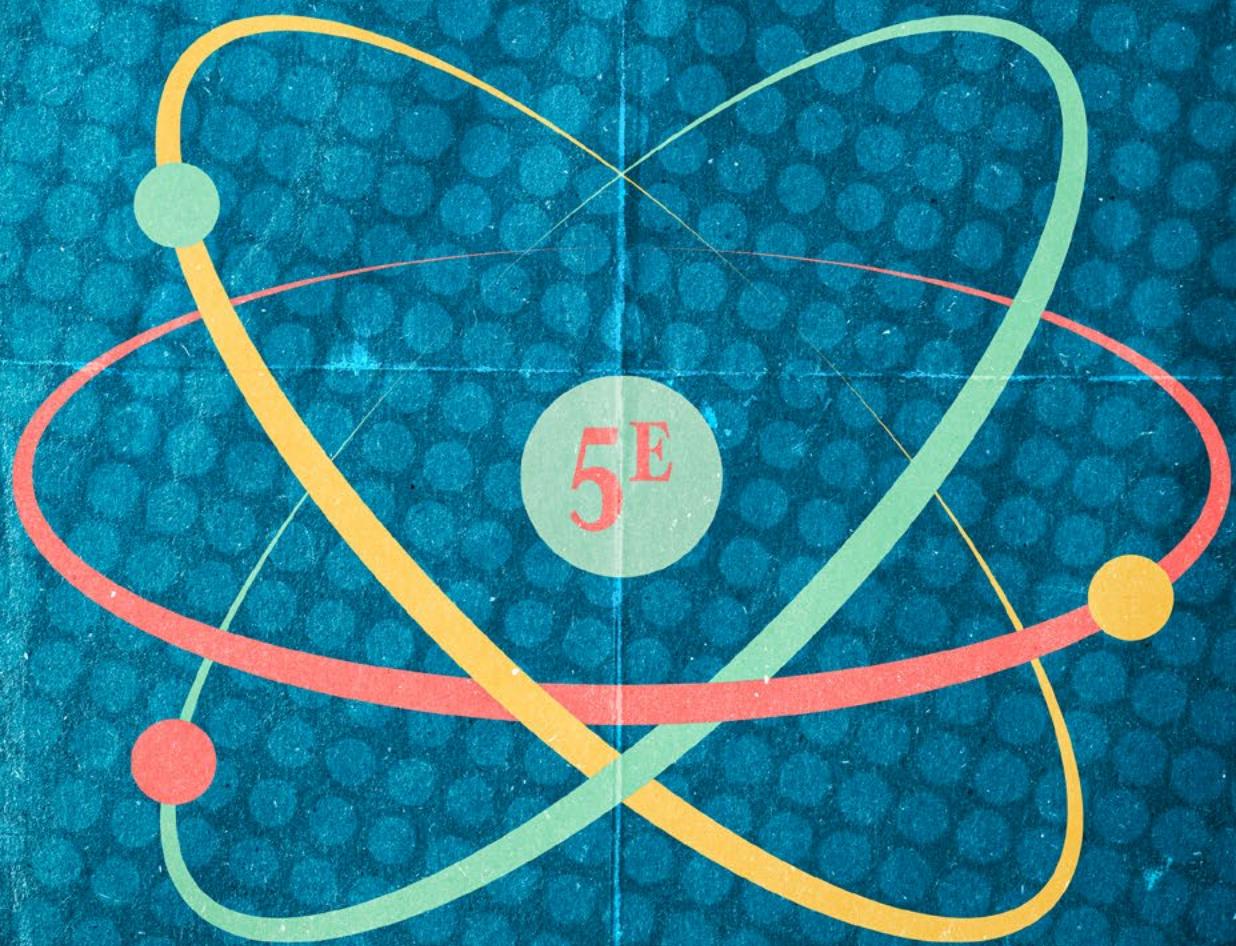
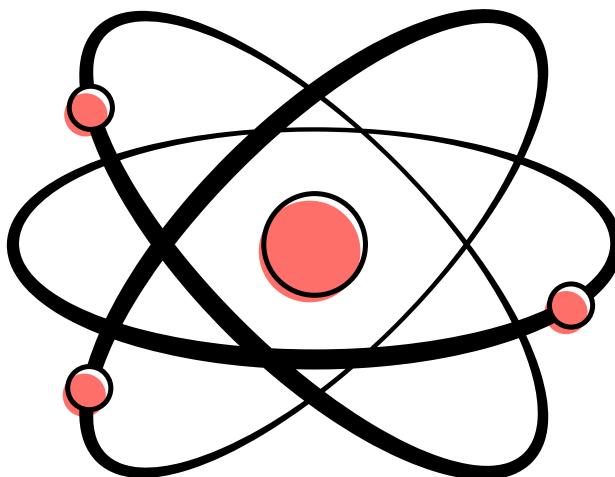


# DOMAIN OF THE ATOM



*Nathanaël Roux*



## DOMAIN OF THE ATOM

Clerics of the Atom split from conventional devotion. Instead of putting their faith in specific gods they serve a different kind of power. Followers of the Atom, believe the smallest things can produce the biggest reactions.

### DOMAIN OF THE ATOM FEATURES

CLERIC LEVEL	FEATURE
1 <sup>st</sup>	Bonus Proficiency, Radiation Infection, Spellcasting
2 <sup>nd</sup>	Channel Divinity: Hyper Metabolism
6 <sup>th</sup>	Improved Hyper Metabolism
8 <sup>th</sup>	Enervating Field
17 <sup>th</sup>	Fallout

### ◊ DOMAIN SPELLS

*1st-level feature*

You gain domain spells at the levels listed in the Domain of the Atom Spells table.

### DOMAIN OF THE ATOM SPELLS

CLERIC LEVEL	SPELLS
1 <sup>st</sup>	<i>burning hands, false life</i>
3 <sup>rd</sup>	<i>acid arrow, ray of enfeeblement</i>
5 <sup>th</sup>	<i>blink, slow</i>
7 <sup>th</sup>	<i>blight, wall of fire</i>
9 <sup>th</sup>	<i>cloudbkill, creation</i>

### ◊ BONUS PROFICIENCY

*1st-level feature*

You gain proficiency in the Survival skill.



### ◊ RADIATION INFECTION

*1st-level feature*

As an action, you can target an hostile creature within 60 feet of you. That creature must make a Constitution saving throw against your cleric spell save DC. If the creature succeeds on the saving throw, you can't use this feature on it again until you finish a long rest.



A creature that fails its save has disadvantage on attack rolls and a -2 penalty to its AC. The effect lasts up to 1 minute. The target must make a Constitution saving throw at the end of each turn. On a successful save, the effect ends.

You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

### ◊ CHANNEL DIVINITY: HYPER METABOLISM

*2nd-level feature*

As an action your metabolism gets accelerated, until your next turn, your speed is doubled, you gain a +2 bonus to AC, you have advantage on Dexterity saving throws, and you gain an additional action during your turn. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.



### ◊ IMPROVED HYPER METABOLISM

6th-level feature

You can now target another creature you can see within 60 feet of you with your Channel Divinity: Hyper Metabolism.



When you use Hyper Metabolism on yourself, you can maintain concentration on the effect (as if concentrating on a spell) for up to 1 minute.

### ◊ ENERVATING FIELD

8th-level feature

As an action, you can target a hostile creature within 60 feet of you. That creature must make a Constitution saving throw against your cleric spell save DC. If the creature succeeds on the saving throw, you can't use this feature on it again until you finish a long rest.



When a creature fails its saving throw, for the next minute, it and any hostile creatures within a 20-foot-radius sphere gain vulnerability to radiant damage, and the first time each turn that they take damage they take an extra 1d4 radiant damage. Until the effect ends, the sphere moves with the target, centered on the target. An affected creature can repeat the Constitution saving throw at the end of each of their turns, ending the effect early on a success.

You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

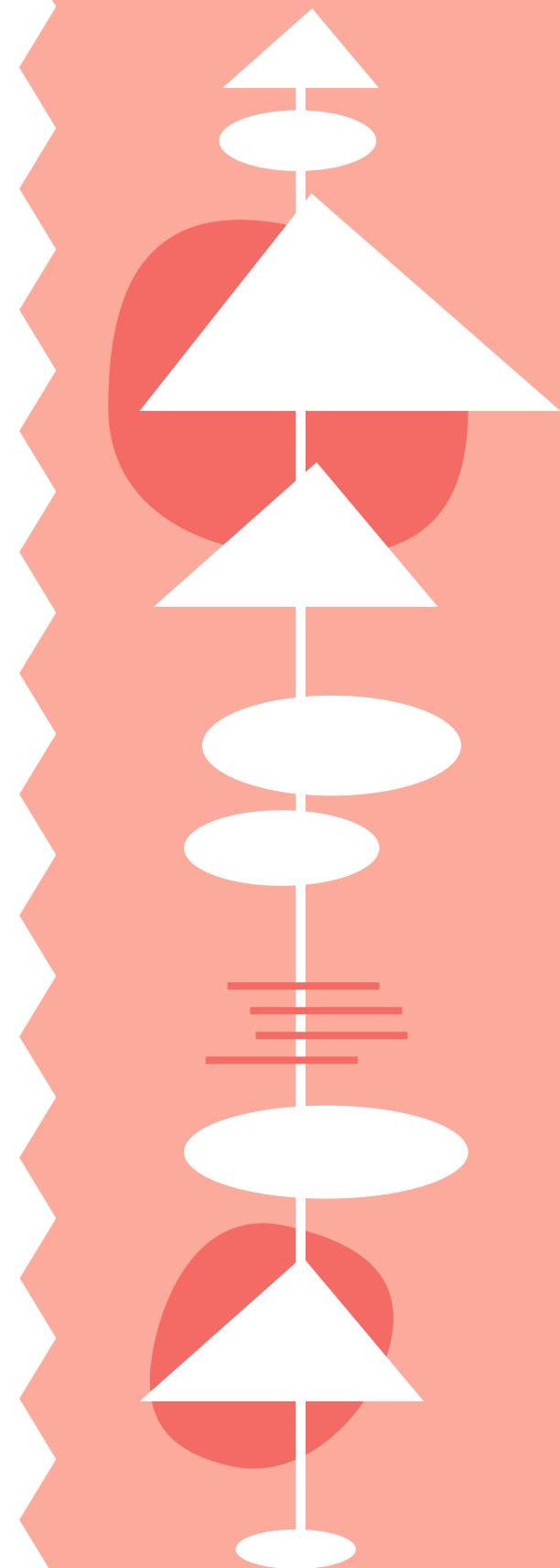
### ◊ FALLOUT

17th-level feature



As a reaction, which you take when a creature you can see within 30 feet of you dies, you can cause their body to erupt in an explosion of energy. Creatures of your choice within a 20-foot-radius sphere centered on the target take  $8d6$  radiant damage. Choose up to 6 other creatures within the area. Each of these targets regain  $5d8 +$  your Wisdom modifier hit points. The original target then returns to life with 1 hit point.

Once you use this feature, you can't use it again until you finish a long rest.



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