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| **Name** | **Type** | **Size** | **XP Rating** |
| Child of Atom | Human | Medium | 2 (35 XP) |

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| --- | --- | --- | --- | --- | --- | --- | --- |
| **Strength** | 5 (+0) |  | **Armor Class** | 7 (natural) | | **Action Points** | 6 |
| **Perception** | 4 (-1) |  | **Avg. Hit Points** | 15 | | **Hit Dice** | 3d8 + 3 |
| **Endurance** | 6 (+1) |  |  | |  | | |
| **Charisma** | 5 (+0) |  | **Damage Vulnerabilities** | |  | | |
| **Intelligence** | 4 (-1) |  | **Damage Resistances** | | Radiation | | |
| **Agility** | 6 (+1) |  | **Damage Immunities** | |  | | |
| **Luck** | 5 (+0) |  | **Condition Immunities** | |  | | |

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| **Monster Description** |
| The Church of the Children of Atom (truncated as the Children of Atom) is a religious cult built around the worship of radiation – “his glow” – and nuclear annihilation as vehicles of creation and life. Derisively called “rad eaters” by outsiders, they are fanatical in their devotion and constantly battle with their neighbors, believing death by radiation is in fact a means of salvation. That they are helping through their destruction. Inversely, they also believe the unworthy are destroyed by radiation; a contradiction skeptics often point out.  Entering the cult is extremely dangerous. Though they gladly accept converts, the process to become a Child revolves around weeks of intensive radiation exposure therapy until one has gained a resistance or even immunity to the power of the atom. Unsurprisingly, most do not survive this trial. Beyond a simple resiliency however, this radiation…changes them. Makes them something more.  To the Children, this is merely the blessing of Atom in physical form. To everyone else, it is a frightening power in the hands of madmen. |