

Athar

Male human oracle (spirit guide) 1 / hierophant 1

CG medium humanoid (human)

Init +8; **Senses** Perception +1

AC 19 (+6 armor, +1 Dex, +2 shield)

hp 14 (1d8 + 1 + 1 + 4)

Fort +2, **Ref** +2, **Will** +3

Defensive Abilities hard to kill

Speed 20 ft.

Melee shortspear -1 (1d6-1)

Ranged sling +1 (1d4-1)

Special Attacks divine surge (inspired spell), faith's reach, mythic power (5/day, surge +1d6)

Oracle Spells Known (CL 1st; concentration +6)

1st (4/day) - *bless*, *cure light wounds*, *detect good*

0 (at will) - *detect magic*, *guidance*, *light*, *stabilize*

Mystery heavens

Str 9, **Dex** 12, **Con** 12, **Int** 10, **Wis** 10, **Cha** 20

Base Atk -1; **CMB** -1; **CMD** 10

Feats Improved Initiative (mythic), Spell Focus (illusion)

Skills Bluff +6, Knowledge (religion) +4, Perception +1, Spellcraft +4, Sense Motive +4

Traits Magical Lineage (*color spray*), Reactionary

Languages Common, Infernal

SQ oracle's curse (tongues [Infernal]), revelations (awesome display)

Gear four-mirror armor, heavy wooden shield, masterwork backpack, oracle's kit, shortspear, sling, sling bullets (10), spell component pouch, 60 gp, 8 sp, 10 gp

Enhancements Saving Throws (x1)