



A powerful sorceress, her ultimate goal is to compress all time and space, in essence making herself one with existence as a whole to become "a living god." She knows some of the most powerful magic witnessed, able to manipulate others to make them bend to her will, and to manifest and give life to subconscious thoughts and inanimate objects.

Ultimecia is an immensely powerful sorceress who focuses on time and space manipulation. She is malevolent and manipulative and filled with anger and hate. Her background and motives are unknown to all but herself. She will do anything she can to achieve her goals even at the severe expense of anyone else.

## Ultimecia

CR 1

### XP 400

Female Hume Time Mage 1

CE Medium Humanoid

**Init** +6; **Senses** Perception +5

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### Defense

AC 17, touch 13, flat-footed 14 (Armor +4, Dex +2, Dodge +1) [-4 without Mage Armor]

HP 8 (1d6+2); MP 5

Fort +1, Reflex +2, Will +3

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## Offense

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Speed 30 feet

Ranged Power Staff [Ice] +2 (1d6+5)

Special Abilities [Temporal Hiccup](#) (8/day), [Motes of Time](#) (1 mote)

Limit Breaks [Foresight](#), [Temporal Stasis](#)

Time Mage Spells Known (CL 1st, Concentration +8)

- **1st** – Anticipate Peril, Deceleration (DC 16), Mage Armor, Defensive Precognition, Offensive Precognition, Offensive Prescience, Shield, Skillful Moment
- **0th** – Detect Magic, Moment, Read Magic, Torchlight

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## Tactics

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**During Combat** Ultimecia begins combat by casting Mage armor unless it is already active. She will generally stay away from close combat, preferring to empower herself or weaken her foes with her spells.

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## Statistics

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Str 10, Dex 14, Con 13, Int 20, Wis 12, Cha 8

Base Atk +0; CMB 0; CMD 12

Feats Dodge, Improved Initiative

Skills Fly +6, Knowledge (Arcana) +9, Knowledge (History) +9, Knowledge (Local) +9, Knowledge (Planes) +9, Perception +5, Sense Motive +2, Spellcraft +9

Languages Common, and 5 other languages

SQ [Spell Proficiency](#)

Combat Gear Power Staff [Ice], Cure Potion x1; Other Gear Backpack, Bedroll, Trail Rations x3, 1-Pint Flask, 50-foot Rope, Torch x2

\*Ultimecia puts all of her favored class bonus into bonus HP.

\*\*If using in a game where traits are allowed, Ultimecia takes the “Reactionary” and “Focused Mind” traits.

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## Ultimecia

CR 5

XP 1,600

Female Hume Time Mage 5

CE Medium Humanoid

Init +8; Senses Perception +9

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## Defense

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AC 18, touch 14, flat-footed 15 (Armor +4, Dex +2, Dodge +1, Deflect +1) [-4 without Mage Armor]

HP 39 (5d6+15); MP 17

Fort +3, Reflex +3, Will +5

Defensive Abilities [Time Flicker](#) (5 minutes/day)

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## Offense

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**Speed** 30ft

**Ranged** +1 Power Staff [Ice] +5 (1d6+7)

**Special Abilities** [Temporal Hiccup](#) (9/day), [Motes of Time](#) (5 motes), [Aevum](#) (1/day; Personal Time)

**Limit Breaks** [Foresight](#), [Temporal Stasis](#)

**Time Mage Spells Known** (CL 5th, Concentration +13)

- **3rd** – Haste, Slow (DC 20)
- **2nd** – Delay Response (DC 19), Recall Agony (DC 19), Switch Fate (DC 19), Time Shudder
- **1st** – Anticipate Peril, Deceleration (DC 18), Mage Armor, Defensive Precognition, Offensive Precognition, Offensive Prescience, Shield, Skillful Moment, Sluggish Movement (DC 18), True Strike
- **0th** – Detect Magic, Moment, Read Magic, Timer, Torchlight

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## Tactics

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**During Combat** Ultimecia begins combat by casting Mage armor unless it is already active. She will generally stay away from close combat, preferring to empower herself or weaken her foes with her spells.

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## Statistics

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**Str** 10, **Dex** 14, **Con** 14, **Int** 22, **Wis** 12, **Cha** 8

**Base Atk** +2; **CMB** +2; **CMD** 14

**Feats** Dodge, Extend Spell, Improved Initiative, Spell Focus (Chronomancy)

**Skills** Fly +10, Knowledge (Arcana) +14, Knowledge (History) +14, Knowledge (Local) +14, Knowledge (Nature) +14, Knowledge (Planes) +14, Perception +9, Sense Motive +6, Spellcraft +14

**Languages** Common, and 6 other languages

**SQ** [Spell Proficiency](#), [Temporal Talents](#) (Evasion, Steal Time), [Ahead of Time](#), [Temporal Precognition](#), [Clear Mind](#), [Reactive System](#)

**Combat Gear** +1 Power Staff [Ice], Headband of Vast Intelligence +2, Ring of Protection +1, Ether x1, Hi-Potion x3; **Other Gear** Backpack, Bedroll, Trail Rations x3, 1-Pint Flask, 50-foot Rope, Torch x2

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## Ultimecia

**CR 10**

**XP 9,600**

Female Hume Time Mage 10

CE Medium Humanoid

**Init** +8; **Senses** Perception +14

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## Defense

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**AC** 20, touch 16, flat-footed 17 (Armor +4, Dex +2, Dodge +1, Deflect +3) [-4 without Mage Armor]

**HP** 72 (10d6+30); **MP** 53

**Fort** +5, **Reflex** +5, **Will** +8

**Defensive Abilities** [Time Flicker](#) (10 minutes/day)

**Immune** Slow

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## Offense

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**Speed** 30 feet

**Ranged** +3 Power Staff [Ice] +11 (1d6+10)

**Special Abilities** [Temporal Hiccup](#) (10/day), [Motes of Time](#) (10 motes), [Aevum](#) (2/day; Personal Time, Entropy), [Foretell](#) (10 rounds/day), [Time Shift](#) (1/day; 3/week)

**Limit Breaks** [Foresight](#), [Temporal Stasis](#)

**Time Mage Spells Known** (CL 10th, Concentration +19)

- **5th** – Gravity (DC 23), Permanency
- **4th** – Dazera (DC 22), Dimension Door, Temporal Jolt, Time Shield
- **3rd** – Dispel, Fly, Haste, Slow (DC 21),
- **2nd** – Delay Response (DC 20), Recall Agony (DC 20), Switch Fate (DC 20), Time Shudder
- **1st** – Anticipate Peril, Deceleration (DC 19), Mage Armor, Defensive Precognition, Offensive Precognition, Offensive Prescience, Shield, Skillful Moment, Sluggish Movement (DC 19), True Strike
- **0th** – Detect Magic, Mending, Moment, Read Magic, Timer, Torchlight

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## Tactics

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**During Combat** Ultimecia begins the day by casting Mage armor unless it is already active, and if allowed will follow it up with permanency. She will generally stay away from close combat, preferring to empower herself and her minions or weaken her foes with her spells. If she thinks she won't be able to win a fight, she will flee with Dimension Door.

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## Statistics

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**Str** 10, **Dex** 15, **Con** 14, **Int** 24, **Wis** 12, **Cha** 8

**Base Atk** +5; **CMB** +5; **CMD** 17

**Feats** Dodge, Extend Spell, Heighten Spell, Improved Initiative, Point-Blank Shot, Spell Focus (Chronomancy)

**Skills** Fly +15, Knowledge (Arcana) +20, Knowledge (History) +20, Knowledge (Local) +20, Knowledge (Nature) +20, Knowledge (Planes) +20, Perception +14, Sense Motive +11, Spellcraft +20, Use Magic Device +9

**Languages** Common, and 7 other languages

**SQ** [Spell Proficiency](#), [Temporal Talents](#) (Evasion, Steal Time, Uncanny Dodge, Old Wounds, Improved Uncanny Dodge), [Ahead of Time](#), [Temporal Precognition](#), [Clear Mind](#), [Reactive System](#), [Temporal Attunement](#)

**Combat Gear** +3 Power Staff [Ice], Headband of Vast Intelligence +4, Ring of Protection +3, Hi-Ether x2, X-Potion x3, Phoenix Down x2; **Other Gear** Backpack, Bedroll, Trail Rations x3, 1-Pint Flask, 50-foot Rope, Torch x2

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## Ultimecia

CR 15

**XP** 51,200

Female Hume Time Mage 15

CE Medium Humanoid

**Init** +9; **Senses** Perception +20

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## Defense

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AC 23, touch 19, flat-footed 18 (Armor +4, Dex +4, Dodge +1, Deflect +4) [-4 without Mage Armor]

HP 148 (15d6+90); MP 121

Fort +13, Reflex +12, Will +14

Defensive Abilities [Time Flicker](#) (15 minutes/day)

Immune Slow, Countdown, Doom

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## Offense

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Speed 30 feet

Ranged +5 Power Staff [Ice] +17 (1d6+13)

Special Abilities [Temporal Hiccup](#) (11/day), [Motes of Time](#) (15 motes), [Aevum](#) (3/day; Personal Time, Entropy, Shatter Time), [Foretell](#) (15 rounds/day), [Time Shift](#) (1/day; 3/week)

Limit Breaks [Foresight](#), [Temporal Stasis](#)

Time Mage Spells Known (CL 15th, Concentration +25)

- **8th** – Hindsight, Recall Death (DC 27)
  - **7th** – Graviga (DC 26), Greater Bend Space and Time, Reverse (DC 26), Stop (DC 26)
  - **6th** – 24 Hours, Antimagic Field, Greater Dispel, Hastega, Slowga (DC 25)
  - **5th** – Bend Space and Time, Gravity (DC 24), Greater Blink, Permanency, Second Chance
  - **4th** – Baleful Blink (DC 23), Dazera (DC 23), Delay Death, Dimension Door, Symbol of Slowing (DC 23), Temporal Jolt, Time Shield
  - **3rd** – Blink, Dimension Step, Dispel, Fly, Haste, Slow (DC 22), Wind Back the Key
  - **2nd** – Delay Response (DC 21), Recall Agony (DC 21), Switch Fate (DC 21), Time Shudder
  - **1st** – Anticipate Peril, Deceleration (DC 20), Mage Armor, Defensive Precognition, Offensive Precognition, Offensive Prescience, Shield, Skillful Moment, Sluggish Movement (DC 20), True Strike
  - **0th** – Daze, Detect Magic, Grab, Mending, Moment, Read Magic, Timer, Torchlight
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## Tactics

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**During Combat** Ultimecia begins the day by casting Mage armor unless it is already active, and if allowed, will follow it up with permanency. She will generally stay away from close combat, preferring to empower herself and her minions or weaken her foes with her spells. If she thinks she won't be able to win a fight, she will flee with Bend Space and Time or Dimension Door.

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## Statistics

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Str 10, Dex 18, Con 20, Int 26, Wis 14, Cha 8

Base Atk +7; CMB +7; CMD 22

Feats Bouncing Spell, Dodge, Extend Spell, Heighten Spell, Improved Initiative, Point-Blank Shot, Quicken Spell, Spell Focus (Chronomancy), Spell Penetration

Skills Fly +22, Heal +17, Knowledge (Arcana) +26, Knowledge (History) +26, Knowledge (Local) +26, Knowledge (Nature) +26, Knowledge (Planes) +26, Perception +20, Sense Motive +17, Spellcraft +26, Use Magic Device +14

Languages Common, and 8 other languages

SQ [Spell Proficiency](#), [Temporal Talents](#) (Evasion, Steal Time, Uncanny Dodge, Old Wounds, Improved Uncanny Dodge), [Ahead of Time](#), [Temporal Precognition](#), [Clear Mind](#), [Reactive System](#), [Temporal](#)

[Attunement](#), [Advanced Temporal Talents](#) (Abbreviate Magic, Improved Evasion), [Time Sight](#)

**Combat Gear** +5 Power Staff [Ice], Crystal Gloves, Nimble Bracer, Ring of Protection +4, Cloak of Resistance +3, Megalixer x2, Mega Phoenix x1; **Other Gear** Backpack, Bedroll, Trail Rations x3, 1-Pint Flask, 50-foot Rope, Torch x2