

## Ben “Blind” Ganji

Male human unchained monk 15

LN Medium humanoid (human)

**Init** +3; **Senses** blindsight 30 ft., scent; Perception +34

**Languages** Common; tongue of the sun and moon

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### DEFENSE

**AC** 39, touch 28, flat-footed 35 (+6 armor, +3 deflection, +3 Dex, +1 dodge, +5 monk, +5 natural, +6 Wis); *barkskin*

**hp** 145 (15 HD)

**Fort** +15, **Ref** +16, **Will** +15; +2 vs. enchantment effects

**Defensive Abilities** improved evasion; **Immune** disease

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### OFFENSE

**Speed** 80 ft. (16 squares)

**Melee** unarmed strike +23/+18/+13 (2d10+8) or

unarmed strike +23/+23/+23/+18/+13 (2d10+8) with Flurry of Blows

**Ranged** 9 flying greatswords +15 each (2d6 each) with *ring of telekinesis*, or

iron sphere +15 (9d6) with *ring of telekinesis*, or

mwk shuriken +19/+14/+9 (1d2+5) or

mwk shuriken +19/+19/+19/+14/+9 (1d2+5) with Flurry of Blows

**Special Attacks** flurry of blows, stunning fist (15/day, DC 23), style strike (elbow smash, flying kick, hammerblow)

**Spell-like Abilities** (CL 15<sup>th</sup>; Concentration +21)

At-will – *barkskin* (costs 1 ki point)

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### STATISTICS

**Abilities** Str 20 (+5), Dex 16 (+3), Con 14 (+2), Int 10 (+0), Wis 22 (+6), Cha 8 (–1)

**Base Atk** +15; **CMB** +20 (+22 trip); **CMD** 48 (50 vs. trip)

**Feats** Alertness, Blind-Fight, Blinded Blade Style, Blinded Competence, Blinded Master, Deflect Arrows<sup>B</sup>, Dodge<sup>B</sup>, Greater Blind-Fight, Improved Blind-Fight, Improved Trip<sup>B</sup>, Signature Skill (perception), Skill Focus (perception<sup>B</sup>, sense motive<sup>B</sup>), Spring Attack<sup>B</sup>

**Skills** Acrobatics +21 (+56 when jumping), Climb +23, Perception +39 (+43 with hearing or scent, +44 vs. invisible targets, +48 with both), Sense Motive +34, Stealth +31, Swim +23

**SQ** fast movement, focused study, ki pool (13 points, cold iron, lawful, magic, silver), ki powers (insightful wisdom, ki visions, qinggong power, sudden speed), purity of body, still mind

**Combat Gear** *feather tokens* (bird 3), masterwork shuriken (50); **Other Gear** *amulet of mighty fists* +3, *belt of physical might* +2 (strength, dexterity), *bracers of armor* +6, *cloak of resistance* +4 (doubles as *muleback cords*), cold iron greatswords (9), cold iron sphere (weighs 225 lbs.), *eyes of the eagle*, *headband of inspired wisdom* +4, *monk's robe*, *ring of protection* +3, *ring of chameleon power*, *ring of telekinesis*, tender (120sp)

**Encumbrance** light 400 lb., medium 800 lb., heavy 1,200 lb.; **Weight Carried** 306 lb. 4 oz. (excluding tender)

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### SPECIAL ABILITIES

**AC Bonus (Ex)** When unarmored and unencumbered, you add your Wisdom bonus +5 to your AC and your CMD (included above). These bonuses to AC apply even against touch attacks or when you are flat-footed. You lose these bonuses when you are immobilized or helpless, when you wear any armor, or when you carry a shield or medium or greater load.

**Fast Movement (Ex)** If wearing no armor and not carrying a medium load, you gain a +50 enhancement bonus to your base land speed.

**Flurry of Blows (Ex)** You can make a flurry of blows as a full-attack action. When making a flurry of blows, you can make two additional attacks at your highest base attack bonus. These additional attacks stack with the bonus attacks from *haste* and other similar effects. When using this ability, you can make these attacks with any combination of your unarmed strikes and weapons that have the monk special weapon



quality. You take no penalty for using multiple weapons when making a flurry of blows, but you do not gain any additional attacks beyond what's already granted by the flurry for doing so. (You can still gain additional attacks from a high base attack bonus, from this ability, and from *haste* and similar effects).

**Improved Evasion (Ex)** You can avoid damage from many area-effect attacks. If you succeed at a Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. If you fail, you only take half damage. You can only use evasion while wearing light armor or no armor and are not helpless.

**Insightful Wisdom (Su)** You can spend 2 ki points as an immediate action to give another ally within 30 feet just the right word of advice to prevent disaster. If the ally can hear you, they can reroll a single attack roll or saving throw. The ally must take the second result, even if it is worse.

**Ki Pool (Su)** You gain a pool of ki points, supernatural energy you can use to accomplish amazing feats. The number of points in your ki pool is equal to  $\frac{1}{2}$  your monk level + your Wisdom modifier. As long as you have at least 1 point in your ki pool, you can make a ki strike. A ki strike allows your unarmed attacks to be treated as cold iron, lawful, magic, silver weapons for the purpose of overcoming damage reduction. By spending 1 point from your ki pool as a swift action, you can make one additional unarmed strike at your highest attack bonus when making a flurry of blows attack. This bonus attack stacks with all bonus attacks gained from flurry of blows, as well as those from *haste* and similar effects. The ki pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive.

**Ki Visions (Su)** You often see visions of spirits or hear the voice of your departed mentor in your dreams. On any given night during which you dream, you can use this ability to gain the benefits of a *divination*. If you do, you spend 2 ki points from the next day's total.

**Purity of Body (Ex)** You gain immunity to all diseases, including supernatural and magical diseases.

**Signature Skill** You have mastered a single skill beyond that skill's normal boundaries, gaining results that others can only dream about. You gain the skill unlock powers for that skill as appropriate for your number of ranks in that skill.

*Perception:* You remain alert to sounds even in your sleep, and the normal DC increase to Perception checks when you are sleeping is halved. The distance modifier on the DC of Perception checks you attempt is reduced to +1 per 40 feet. In addition, you gain a +5 bonus on Perception checks to notice or locate an invisible creature or objects. You remain alert to sounds even in your sleep, and the normal DC increase to Perception checks when you are sleeping doesn't apply to you.

**Still Mind (Ex)** You gain a +2 bonus on saving throws against enchantment spells and effects.

**Stunning Fist (Ex)** You gain Stunning Fist as a bonus feat, even if you do not meet the prerequisites. You also possess the ability to apply a new condition to the target of your Stunning Fist. This condition replaces stunning the target for 1 round, and a successful saving throw still negates the effect. You can choose to make the target fatigued, sickened for 1 minute, or staggered for 1d6+1 rounds. You must choose which condition to apply before the attack roll is made. These effects do not stack with themselves (a creature fatigued by Stunning Fist cannot become exhausted if hit by Stunning Fist again), but additional hits do increase the duration.

**Style Strike (Ex)** You have learned a number of style strikes. Whenever you make a flurry of blows, you can designate up to two of your unarmed strikes as a style strike. This attack is resolved as normal, but it has an additional effect depending on the type of strike chosen. You must choose which style strike to apply before the attack roll is made. You can choose from any of the following strikes:

*Elbow Smash:* You follow up a punch with a strike from your elbow. If the attack hits, you can make an additional attack using the same attack bonus as the punch at a -5 penalty. If this second attack hits, it deals damage as normal, but all of the damage is nonlethal. You must attack with a fist to use this style strike.

*Flying Kick:* You leap through the air to strike a foe with a kick. Before the attack, you can move a distance equal to your fast movement bonus. This movement is made as part of your flurry of blows attack and does not require an additional action. At the end of this movement, you must make an attack against an adjacent foe. This movement may be between attacks. This movement provokes an attack of opportunity as normal. The attack made after the movement must be a kick.

*Hammerblow:* You link your hands together, swinging both arms like a club and dealing tremendous damage. If the attack hits, you roll your unarmed strike damage twice, adding both rolls together before applying Strength and other modifiers to the damage. This bonus damage is not multiplied on a critical hit. You must attack with a fist to use this style strike, but must have both hands free.

**Sudden Speed (Su)** You can spend 1 point from your ki pool as a swift action to grant yourself a sudden burst of speed. This increases your base land speed by 30 feet for 1 minute.

**Tongue of the Sun and Moon (Ex)** You can understand and speak with any living creature, as if under a permanent *tongues* effect.

**Unarmed Strike** You gain Improved Unarmed Strike as a bonus feat. Your attacks can be with fists, elbows, knees, and feet. This means that you can make unarmed strikes with your hands full. There is no such thing as an off-hand attack for a monk striking unarmed. You can apply your full Strength bonus on damage rolls for all your unarmed strikes. Your unarmed strikes deal lethal damage, although you can choose to deal nonlethal damage with no penalty on your attack roll. You can make this choice while grappling as well. Your unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons. Your unarmed strikes also deal more damage as noted above.