

No Assembly Required: A Guide To Mooks

For a given EL, there exists a sweet spot for flunkies, minions and peons. We've approximated it with our existing Utter Brute track, and we'll be taking another swipe at it with another upcoming racial track.

But we haven't struck out directly for the sweet spot yet. These rules are used explicitly for the extremely rapid creation of monsters for simple encounters, throw-away additions to other encounters, and things like city guards attacking that you may simply not have planned for. After all, who would have expected the players to burn down an embassy? These are the Mooks for the job.

Mooks come in five categories of increasing strength: Grunt, Striker, Minion, Elite, and Miniboss. For a given desired EL, use the existing formula, but only use mooks at least one level below the target EL; otherwise, use characters as you normally would. Mooks have serious disadvantages, and few redeeming qualities. Don't play a Mook.

Mooks use the following array, though it's largely decorative: 16, 16, 10, 8, 8, 8.

Grunts deal 1d6 + twice their level in damage per attack, and are melee only. They get an extra five HP per level above what's shown on the table, and always have a +2 deflection bonus to their AC. Their base move speed is 30 ft.

Strikers deal 1d6 + twice their level in damage per attack and are generally ranged ([Medium] range attacks). Their base move speed is 40 feet and they gain flight speed equal to their base move speed at 8th level.

Minions gain both sets of benefits, and should be used as more competent threats.

Elites are Minions with the addition of a single track, in fast progression (starting at 1st level). Use Elites sparingly.

Minibosses are Minions with four tracks as per full buy in and two feats. Use these only if you get caught with no preparation and need a quick fix. They do not fill in for properly constructed opponents and can be quite devastating.

Level	HP	All Saves	Attack Bonus/AC	# of Attacks	Ability DCs	Bonus to 3 Skills
1	22	2	+3/13	1	13	2
2	32	3	+4/14	1	14	3
3	42	3	+5/15	1	15	4
4	52	4	+6/16	1	17	5
5	65	4	+7/17	1	17	7
6	75	5	+8/18	1	18	8
7	85	5	+10/20	1	18	9
8	100	6	+11/21	2	19	11
9	112	6	+12/22	2	20	12
10	144	7	+13/23	2	20	13
11	156	7	+14/24	2	21	14
12	168	8	+16/26	2	21	16
13	180	8	+17/27	2	23	17
14	200	9	+18/28	2	23	18
15	225	10	+20/30	3	24	19
16	245	10	+22/32	3	25	21
17	260	11	+23/33	3	26	22
18	278	12	+25/35	3	27	23
19	310	13	+27/37	3	28	24
20	340	14	+30/40	3	30	25