

Howard Saunders, Howler

Male; Age: 43; Height: 6' 2"; Weight: 240 lb.

Eyes: grey; Hair: brown

Power Level 7, 114 PP, **6 PP left to spend** ; Abilities 54 + Powers 14 +

Advantages 22 + Skills 15 (30 ranks) + Defenses 9

Abilities

Strength	3	Agility	7	Fighting	6	Awareness	2
Stamina	4	Dexterity	1	Intellect	2	Presence	2

Offense

Initiative: +7

Attack Name Attack Bonus & Resistance DC Notes

Claws: Strength-based Damage 1 +10, DC 19 Crit 20

Throw +1, DC 18 Bludgeon, Crit 20

Unarmed +8, DC 18 Bludgeon, Crit 20

Powers

Claws: Strength-based Damage 1 (1 PP)

DC 19 (Standard - Close - Instant)

Growl: Enhanced Trait 3 (3 PP)

Traits: Intimidation +6 (+10) (Free - Personal - Sustained)

Hide: Protection 1 (3 PP)

+1 Toughness; Impervious [1 extra rank] (Personal - Permanent)

Jumping: Leaping 1 (1 PP)

Leap 15 feet at 4 miles/hour (Free - Personal - Instant)

Running: Speed 1 (1 PP)

Speed: 4 miles/hour, 60 feet/round (Free - Personal - Sustained)

Wolf Senses (5 PP)

Enhanced Trait: Enhanced Trait 1 (1 PP)

Traits: Perception +2 (+10) (Free - Personal - Sustained)

Enhanced Trait: Enhanced Trait 2 (1 PP)

Traits: Perception +4 (+10); Limited: Smell & Hearing only (Free - Personal - Sustained)

Senses: Senses 3 (3 PP)

Acute: Smell, Low-light Vision, Ultra-hearing (Personal - Permanent)

Advantages

Animal Empathy Use interaction skills normally with animals.

Beginner's Luck Spend a hero point to gain 5 temporary ranks in a skill.

Benefit, Athletics Based on Agility Gain a significant perquisite or fringe benefit.

Benefit: CoJ Staff Gain a significant perquisite or fringe benefit.

Chokehold Suffocate an opponent you have successfully grabbed.

Close Attack 2 +1 bonus to close attack checks per rank.

Connected Call in assistance or favors with a Persuasion check.

Contacts Make an initial Investigation check in one minute.

Defensive Attack Trade attack bonus for active defense bonus.

Defensive Roll 2 +1 active defense bonus to Toughness per rank.

Equipment 2 5 points of equipment per rank.

Fascinate (Persuasion) Use an interaction skill to entrance others.

Favored Foe: Reporters Circumstance bonus to certain checks against a type of opponent.

Improved Defense +2 bonus to active defense when you take the defend action.

Improved Disarm No penalty for the disarm action.

Instant Up Stand from prone as a free action.

Power Attack Trade attack bonus for effect bonus.



Defenses

Dodge **7**

Parry **7**

Fortitude **6**

Toughness **7/5**

Impervious: +2

Will **8**

Hero Points: 1

Damage

- Bruises
- Dazed
- Staggered
- Incapacitated

Fatigue

- Fatigued
- Exhausted



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Advantages

Startle Use Intimidation to feint in combat.

Well-informed Immediate Investigation or Persuasion check to know something.

Movement

Base Movement Speed - 4 miles/hour, 60 feet/round (run 8 miles/hour, 120 feet/round; swim 1 mile/hour, 15 feet/round)

Jumping: Leaping 1 - Leap 15 feet at 4 miles/hour

Routine Jump Distance - Running jump: 17 ft.; standing: 8.5 ft.; vertical: 3.4 ft.; standing vert.: 1.7 ft.

Running: Speed 1 - Speed: 4 miles/hour, 60 feet/round

Throwing Distance - Throw 1600 lbs. 6 feet; throw 400 lbs. 30 feet; throw 100 lbs. 120 feet

Equipment

CoJ Communicator COJ-206 2, Contribution to CoJ Bases 2, Contribution to CoJ Vehicles 1, Magic Retractable Ballpoint Pen Retribution Communicator 2

Complications

Duty Howard believes in and is loyal to the Fourth Estate.

Fame / Prejudice Howard is a wolfman, formerly "Howler" of The Hawk.

Vulnerability Attacks with sonic or smell-based descriptors get +2 to hit and +2 to damage.

Portraits



Skills

	Total	Ranks	Ability	Other
Acrobatics	+8	1	7	
Athletics	+7	-	3	+4
Close Combat: Claws: Strength-based Damage 1	+8	2	6	
Deception	+5	3	2	
Expertise: Journalism	+5	3	2	
Expertise: Survival	+3	1	2	
Insight	+5	3	2	
Intimidation	+10	2	2	+6
Investigation	+4	2	2	
Perception	+10	2	2	+6
Persuasion	+5	3	2	
Ranged Combat: Throw	+1	-	1	
Sleight of Hand	-	-	1	
Stealth	+12	5	7	
Technology	+3	1	2	
Treatment	+3	1	2	
Vehicles	+2	1	1	

Validation Report

Validation Report (0 issues): Nothing identified

Settings: Sourcebooks -> Cosmic Handbook: Cosmic Handbook; Sourcebooks -> Hero High: Hero High; Sourcebooks -> Supernatural Handbook: Supernatural Handbook Equipment & Complications; Sourcebooks -> Gamemaster's Guide: Gamemaster's Guide Equipment

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Portraits



Background Information

Languages: Native Language

Howard Saunders was working as a freelance writer for the Chicago Tribune when he got a tip that something strange was going on in the woods behind Rockford College. Hoping that this might be the story that would make his career (or at least get him hired on fulltime), he headed out to find out what was going on. When he got there, he was the strangest scene of his life; a group of people were dancing around a large bonfire in a ritualistic manner while others were bound and gagged in the shadows. His initial thoughts that this was some sort of demented fraternity prank died, though, when the dancers began to morph into were-creatures and attacking those bound. Startled, he made a noise, just loud enough to draw their attention. That was the last thing he remembered for the next three days.

When he awoke three days later, he found himself in a different area of the woods, surrounded by the dead bodies of the revelers. Searching the area for clues of what had happened, all he was able to find was an ancient book, bound in what looked like leather and written in some strange language. Taking the book with him, he left the scene. Over the next three weeks, he tried to forget what had happened, but knew that he couldn't. Then, at the next full moon, he found himself transforming; but this time he knew what was happening and was able to keep the animal inside at bay. He was a werewolf, but in complete control of his faculties. Over the next few months, he found he could control the transformations during the rest of the month and even learned how to tap into his abilities on a limited scale. He used these talents to get ahead in the business, enabling him to gain the position of staff reporter by the time the Hawk formed.

Joining the Hawk proved to be the best and worst move he could make. His public appearances with the team drew the attention of Bestia and the other werewolves who wanted revenge for what had happened to their pack mates in the woods. She attacked and transformed him again, this time trapping him in the form of a wolf. Fortunately the Hawk were an understanding bunch and gave him shelter, eventually getting in touch with Dragon of the Champions of Justice who used magic and the knowledge within the book to partially restore him to human form. But being a wolf-man was a lot better than the alternative, so he was grateful. He was hired on by the Hawk to do PR for the group and was even able to start a relationship with Christina Cameron, who was used to odd situations. When the Hawk merged with the CoJ, Howard stayed on, tackling the job of public relations for the entire organization.