

# The A-Team

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I had an idea about using the A-Team as the template for rogue medics, healing in a World where the medical profession has banned or controls talent healing so that only the rich can access it. So it seemed a good idea for my first go at writing up characters - the A(mbulance)-Team. I was trying for 250 but ended up with 300 points each trying to capture them as portrayed and add in the medical angle. If you took that out then they could come down to 250.

## Quote:

In 1972 a crack MASH unit was sent to prison by a military court for healing the innocent. These men promptly escaped from a maximum security stockade to the Los Angeles underground. Today, still wanted by the government, they survive as medics of fortune. If you have a illness, if no one else can help, and if you can find them, maybe you can hire: THE Ambulance-TEAM."...

Col. John "Hannibal" Smith

Tagline: I love it when I forsee a plan coming together

Source: Driven (5)

Permission: Powertheme[Diagnosis] (5)

## Miracles:

Perceive[Sickness] 3h (2/4/8) Overrides Smell, Robust, Useful Outside of Combat (12)

Precognition 4d, (1/2/4) Defends, Useful Outside of Combat. Flaw: State of Mind[On the Jazz] (4)

As a leading diagnostician, Hannibal was sentenced for not using the Predict3000, the only gadget approved by the Army Medical Corps for diagnosis. His report into its flaws was suppressed by the military.

Base Will: 9

Willpower: 15

## Stats

Body	3d
Coordination	3d
Sense	3d
Brains	2d, 2w
Command	5d
Cool	4d

## Skills

Athletics	1d
Brawling	2d
Dodge	1d
Driving (Car)	2d
Firearms (Pistol)	3d
Stealth	1d
Demolitions	1d
Medicine	3d, 2w
Sense Motives	3d, 1h
Tactics	5w
Inspiration	5d
Intimidation	2d
Leadership	3d
Performance (Acting)	5d
Persuasion	5d
Bluff	1d
Lie	1d

Lt. Templeton "Faceman" Peck

Tagline: Hi There

Templeton was the hospital administrator who helped Hannibal uncover the problems with the Predict3000 gadget. Today he uses his formidable luck, charm and other skills to help those people the team itself helps navigate the maze of medical bureaucracy.

Source: Psi

Permission: One Power

Miracle:

Aces 2w (5/10/20); All 4 qualities (40)

Total: 46

Base Will 10

Willpower 38

Stats

Body 2d

Coordination 3d

Sense 4d

Brains 3d

Command 3d

Cool 4d

Skills:

Athletics 1d

Brawling 1d

Dodge 4d

Driving (Car) 2d

Driving (Bike) 2d

Escape Artist 2d

Firearms[Rifle] 2d

Firearms[Pistol] 2d

Pick Lock 3d

Pick Pocket 3d

First Aid 3d

Forgery 4d

Navigation[Bureaucracy] 4d

Security Systems 3d

Sense Motives 4d

Streetwise 5d

Tactics 1d

Persuasion 4d

Seduction 5d

Bluff 5d

Lie 5d

Captain H.M. "Howlin' Mad" Murdoch

Tagline: Have you seen Billy?

As well as a crack pilot, Murdoch is an excellent psychiatrist. The only problem is that his talents seem to have sent him mad and unable to clearly relate to the rest of the world. Murdoch has the power to absorb other people's mental conditions leaving them totally healed. Whatever the causes - brain injury, chemical imbalance, the result is a healthy brain. However Murdoch's then acts out the results of that illness leaving him loopy for a while. As a side effect of his powers Murdoch creates a virtual world for the patient to inhabit that enables them to confront their illnesses and overcome them. Many of the illusions he creates occur in his own ramblings.

Source: Psi (5)

Permission: Power Theme[Mental Illness] (5)

Miracle:

Absorption[Mental Illness] 5w 4/8/16 Robust, Useful Outside of Combat Extras: Permanent, No physics Flaws: Loopy (80)

Projected Hallucination 2d 4/8/16 Robust, Useful Outside of Combat, Extras: Total Immersion Flaws: Attached[When absorbing] (8)

Total: 98

Base Will 3

Willpower 16

Stats

Body 2d  
Coordination 5d  
Sense 2d  
Brains 5d  
Command 2d  
Cool 1d

Skills:

Athletics 1d  
Brawling 1d  
Dodge 2d  
Driving (Car) 3d  
Driving (Bike) 4d  
Escape Artist 4d  
Firearms[Rifle] 2d  
Firearms[Pistol] 2d  
Pilot[Plane] 5d  
Pilot[Helicopter]  
Pick Lock 4d  
Stealth 2d  
First Aid 1d  
Mechanic[Helicopters] 2d  
Psychiatry 4d  
Security Systems 2d  
Tactics 1d  
Performance[Poor Tom] 2h  
Bluff 1d  
Lie 3d

Sgt. Bosco Albert "B.A." Baracus

Tagline: I'll Heal the Fool!

B.A's famed temper comes partly from his powers. In order to heal anyone or build a gadget he has to be in an irritated mood. Luckily the Team's escapades and often the other team members give him plenty of opportunity. Given his hatred of flying and Murdoch's powers I made his powers linked to touching the ground giving him a rational reason to hate flying that wouldn't be sucked away by Murdoch. He helped Hannibal heal soldiers before the Army sentenced his for practising medicine without a license.

Source: Life Force[The Earth] (5)

Permission: Power Theme[Fixing Things] (5)

Miracles:

Healing 3d, 1h 2/4/8 Robust, Useful Outside of Combat Extras:  
Engulf (x2) Flaws:If/Then[Must be touching the ground], State of Mind [Irritated] (10)

Gadgeteer 3d, 1w 4/8/16 All 4 qualities Extras: Fast, No physics  
Flaws: Goldberg, Can't Hurt People, If/Then[Must be touching the ground], State of Mind [Irritated] (28)

Total: 48

Base Will 8

Willpower 17

Stats

Body 5d

Coordination 2d

Sense 3d

Brains 3d

Command 3d

Cool 5d

Skills:

Athletics 1d

Brawling 4d

Endurance 3d

Throw 2d

Wrestling 4d

Driving (Car) 3d

Firearms[Rifle] 2d

Firearms[Pistol] 2d

Grenade 2d

Demolitions 3d

Electronics 2d, 1w

First Aid 2d, 1w

Jury Rig[Stuff Found in Barns] 4d, 2w

Mechanic[Cars] 3d, 1w

Mechanic[Farm Machinery] 2d, 1w

Security Systems 1d

Streetwise 2d

Inspiration 3d

Intimidation 4d