

The Graf Schmidt

One of the most pervasive tales spun in the ready rooms for pilots in every region of the Great War concerns sightings of the *Graf Schmidt*.

A German "dead zeppelin" many thought shot down and destroyed early on in the conflict, the *Graf Schmidt* was launched by the navy in 1915 and reported lost in early 1917. However, stories persist that the airship continues to fly over the battlefields of WWI, visible only at night and crewed by the dead.

The prow of the *Graf Schmidt* is painted with a distinctive shark's mouth pattern. Its tether lines drag below it, twisting against the wind like unnatural tentacles. The windows on the gondolas are shot out and broken, and there are long, ragged tears in the hull, defying logic and revealing skeleton-like ribs within.

The captain of the ship is Schmidt himself, a powerful and mad spirit focused on destroying the Allied forces that struck him down months earlier.

Area Appearing: Western front.

Acc/Top Speed: 2/44;

Toughness: 16 (0); **Crew:** 18 (Commander, 2 pilots, navigator, wireless operator, bombardier, 4 mechanics, 4 riggers, 4 gunners), +2d6 other damned souls who serve as guards.

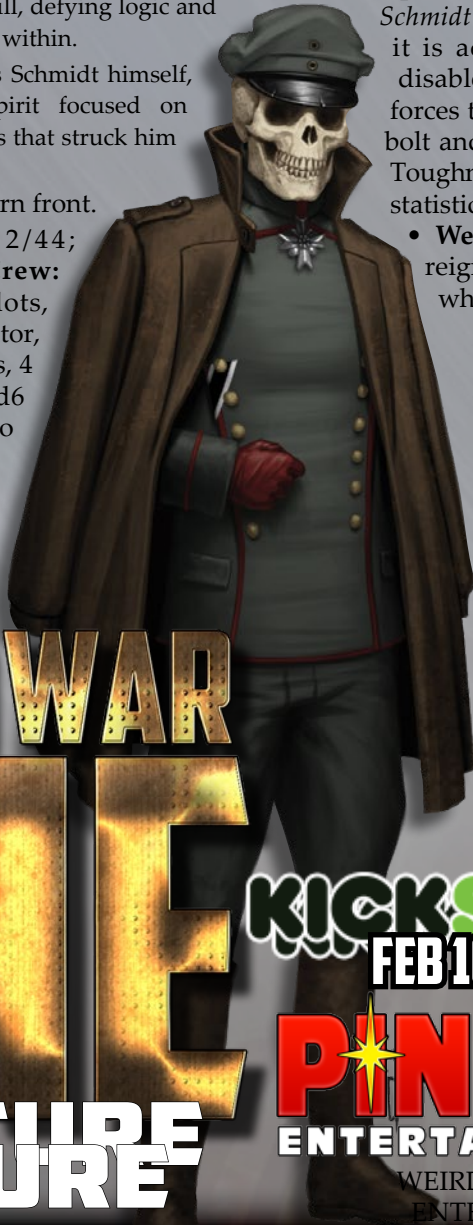
Notes: Aircraft, Climb -2. Flight range is seemingly limitless.

Armament: 6 pintle-mounted MG08 machine guns on top, 2 forward gondola, 2 rear gondola, tail (each has limitless ammunition)

Ordnance: 3,500 lbs. of bombs. Those killed by the *Graf Schmidt's* bombs arise as walking dead (see *Savage Worlds*).

Special Abilities:

- **Night Flyer:** The *Graf Schmidt* only flies at night. When touched by the rays of the sun, the vessel vanishes, only to reappear elsewhere after twilight. This may leave behind any intruders or foreign matter within the craft at the time it disappears—in mid-air, of course— adding a ticking clock to any attempt to board the zeppelin.
- **Spectral Durability:** The *Graf Schmidt* may appear derelict, but it is actually quite difficult to disable due to the supernatural forces that have permeated every bolt and spar. It has an increased Toughness, already reflected in the statistics above.
- **Weakness:** The *Graf Schmidt's* reign of terror will only cease when Captain Schmidt is slain.



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☒ Captain Schmidt

Schmidt stands eternally on the bridge, cursing the Allies who killed him.

Attributes: Agility d6, Smarts d10 (A), Spirit d12, Strength d12, Vigor d10

Skills: Fighting d8, Intimidation d12, Notice d10, Piloting d12, Shooting d10

Pace: 6; **Parry:** 6; **Toughness:** 9

Hindrances: Vengeful (Major)

Edges: Marksman

Gear: Unholy Luger P08 pistol that fires screaming lead bullets (Range 12/24/48, Damage 3d6, RoF 1).

Special Abilities:

- **Fear -2:** Schmidt is a terrifying skeletal figure in an immaculate uniform.
- **Invulnerable:** Captain Schmidt can be Shaken normally, but can only be slain by his Weakness.
- **Undead:** +2 Toughness, +2 recover from being Shaken, no additional damage from Called Shots, ignores wound penalties, immune to disease and poison.
- **Weakness:** Schmidt cursed the “lowly infantrymen” he bombed relentlessly. He may only be wounded (and permanently slain) by a blade of some sort, such as a bayonet. Bullets, fire, and even magic can only Shake him.

Zeppelin Crew

The crew of the *Graf Schmidt* are walking cadavers, clad in shredded uniforms, their flesh sallow and gray with rigor mortis. Their eyes burn with an unnatural green light, and their hands taper to clawlike fingerbones. One of the most popular rumors amongst pilots who know the tale of the *Graf Schmidt* says that whoever is killed by the crew is forever damned to join them.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d6, Shooting d6

Pace: 6; **Parry:** 5; **Toughness:** 7

Gear: Torn uniform, Luger P08 pistol (Range 12/24/48, Damage 2d6-1, RoF 1).

Special Abilities:

- **Bite/Claws:** Str+d4.
- **Fear:** Anyone who sees one of the ghost zeppelin’s crewmen must pass a Fear test.
- **Undead:** +2 Toughness, +2 recover from being Shaken, no additional damage from Called Shots, ignores wound penalties, immune to disease and poison.

