

◆ DUNGEON DEGENERATES: HAND OF DOOM ◆

Archetypes of the Würstreich

52 ADVENTURERS · WHO THEY ARE · WHY YOU'D PICK THEM

The class line tells you what a character can learn. The Luck condition tells you who they are. This guide organizes all 52 adventurers across six archetypes — not by class, not by stat line, but by the kind of game each one asks you to play and the kind of player who should pick them.

The Endurers · The Killers · The Gamblers

The Magic Workers · The Civilians · The Strange Ones

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PREMISE Archetypes vs. Classes

The class line on each character sheet tells you what skills they can learn. Fighter, Rogue, Scholar, Warlock, Wild, Militant, Merchant, Performer, Hunter, Puritan — these are categories of capability. They tell you what's possible. They don't tell you how the character actually plays, what they're trying to do in the Würstreich, or what kind of session you're going to have if you pick them.

The Luck condition does. Each adventurer earns Luck a specific, personal way — the most revealing sentence on any character sheet. It's the game's design document for that character made legible: here is the thing this person needs to have happen. Here is the relationship between this adventurer and fortune. Here is what kind of trouble they'll be generating or avoiding in pursuit of it.

This guide organizes all 52 adventurers across six archetypes defined by that relationship — not what they can do, but what they're for and who should be playing them. The archetypes are descriptive, not prescriptive. Most characters could plausibly sit in two categories; we've placed each one where their Luck condition and overall play identity fit best. A Killer with a Gambler's heart knows who they are.

The four adventurers not in any named product — Angel of Death, Bloodsport Brawler, Bog Conjuror, and Morbid Murderer — appear throughout the guide where they fit. They were built for the same Würstreich as everyone else and they play like it.

ON LUCK The One Number That Matters

Your maximum Luck is your MAG. This is either flavor or a design statement. The Magic Workers suggest it is the latter: characters with MAG 8-9 can carry more luck than anyone else and generate it in ways that don't require anyone to die. Whether or not you believe that magical aptitude and fortune are the same thing in the Würstreich, the rulebook has made a decision about it.

Two uses: **Heroic Effort** (reroll any die) and **Prolong the Inevitable** (avoid Defeat, survive with 1 HP instead). The names are accurate. One is hope. One is borrowed time. The Würstreich named them honestly.

01 The Endurers

12 ADVENTURERS · CON & STR DOMINANT · LUCK FROM SURVIVING

The Würstreich doesn't care how clever you are. It doesn't reward strategy or punish recklessness in any consistent way. What it rewards, consistently, is being able to take the thing that was supposed to end you and turn it into something you can walk away from. The Endurers were built for this relationship specifically. High CON. High STR. Luck conditions that trigger from absorbing hits, surviving damage, or winning fights that left marks.

The pattern in their Luck conditions is illuminating: get hit, win anyway, get lucky for it. The Sickly Soldier gets Luck from being the only party member to take Wounds in a winning fight. The Mendicant Monk gets Luck from recovering nine or more Wounds at once — which will happen, because he's taking nine or more Wounds. The Skiv Gristle gets Luck from his Shrug Off Pain negating a monster's Pain ability in a winning fight. The Wastelander gets Luck from passing CON or STR tests against Environment. None of them are trying to avoid trouble. They're trying to absorb it faster than it can accumulate.

Pick an Endurer when you want a character whose floor is survivability and whose ceiling is luck generated from the process of surviving. They are not always exciting. They are almost always still alive.

Soldier of Fortune

HUMAN · FIGHTER · MILITANT

A militant for hire who's been at it long enough to stop being surprised by anything.

CON 9, MRL 8, STR 8. Gains Luck from looting 3+ GP while winning — economy and violence as a single action.

Make a MRL Test when you gain 3 GP or more while Looting & if you pass gain 1 Luck

Dishonored Knight

HUMAN · FIGHTER · MILITANT

A fighter who lost everything except the ability to pick fights on his own terms.

CON 8, MRL 9, STR 9. Gains Luck from destroying an enemy he specifically Provoked — a grudge as a Luck machine.

Make a MRL Test when you destroy an enemy that has your Provoke card on it & if you pass gain 1 Luck

Mendicant Monk

HUMAN · PURITAN · ROGUE

A puritan who has decided that suffering is information and keeps excellent records.

CON 9, MRL 9. Gains Luck from recovering 9+ Wounds + MAG test — will always have the opportunity.

When you recover 9 or more Wounds at once, make a MAG Test & if you pass, gain 1 Luck

Skiv Gristle

GOBLIN · FIGHTER · ROGUE

A goblin who absorbs what should kill him and calls it Wednesday.

CON 9, STR 8. Gains Luck when Shrug Off Pain negates a monster's Pain ability in a winning fight.

When you win a fight & your Shrug Off Pain skill negates a monster's Pain ability, gain 1 Luck

Bloodsport Brawler

HUMAN · FIGHTER · PERFORMER

A fighter-performer who came to the Würstreich specifically because things here are worth killing.

CON 9, STR 9. Gains Luck for each XP VAL 3 trophy already collected — the hardest kills keep paying.

When you win a fight, gain 1 Luck for each trophy you have with XP VAL 3 or more

Wastelander

HUMAN · FIGHTER · WILD

Someone from out past the edges, built for conditions worse than this.

CON 9, STR 9. Gains Luck from passing CON or STR vs Environment — the land itself cannot touch her.

When you pass a CON or STR Test against an Environment you gain 1 Luck

The Endurers – continued

Sickly Soldier

HUMAN · MILITANT · ROGUE

A militant who keeps taking hits that should have ended his career, which is its own qualification.

MRL 8, STR 8. Gains Luck from being the only party member to take Wounds in a winning fight.

When you win a fight, if you were the only party member to take Wounds, make a CON Test & gain 1 Luck if you pass

Beefy Barbarian

HUMAN · WILD · FIGHTER

A wild fighter who uses his body as the primary argument and wins most arguments.

STR 9, CON 8. Gains Luck from STR tests in Encounters — direct, physical, consistent.

When you succeed in a STR Test against an Encounter, gain 1 Luck

Crooked Cop

HUMAN · ROGUE · MILITANT

A rogue with a badge and handcuffs, which makes him substantially more dangerous than either alone.

CON 8, STR 8. Gains Luck from subduing monsters and passing a MRL test — the only one who arrests people.

When you win a fight, if you Subdued any monsters, make a MRL Test. If you pass gain 1 Luck.

River Pirate

HUMAN · MERCHANT · ROGUE

A merchant-rogue who works the water routes for reasons that don't need explaining to anyone who knows the water routes.

AGI 8, CON 8. Gains Luck from Loot rolls at Lake or River Ports — reliable in any waterway campaign.

When you pass a Loot roll at a Lake Port or River Port gain 1 Luck

Manscrag

HUMAN · PURITAN · HUNTER

A puritan hunter who punches larger things than most people would recommend and keeps winning.

CON 8, MRL 8. Gains Luck from Unarmed Strike on XP VAL 2+ monsters — knuckles as primary weapon.

When you destroy a monster with XP VAL 2 or above with an Unarmed Strike, gain 1 Luck

Corpse Burner

HUMAN · PURITAN · ROGUE

A puritan rogue who found her niche in the unliving problem and has committed to it professionally.

CON 8, MRL 8. Gains Luck from destroying Undead in a winning fight — extremely reliable in the right campaign.

When you win a fight, if you destroyed any Undead, make a MRL Test & gain 1 Luck if you pass

ENDURER TIP

Endurers pair well with each other and with Magic Workers who can extend their recovery. The Mendicant Monk and Sickly Soldier together cover the same territory from opposite directions: one absorbs damage to get lucky; the other recovers from it to get lucky. They understand each other.

02 The Killers

10 ADVENTURERS · COMBAT-SPECIALIZED · LUCK FROM SPECIFIC KILLS

The thing that distinguishes the Killers from the Endurers isn't combat aptitude — both archetypes fight. It's specificity. Endurers need to survive fights. Killers need to win particular kinds of fights, against particular kinds of enemies, using particular techniques. The Witch Smeller wants Heretics and Witches. The Provincial Prowler wants Law monsters. The Vermin Hunter wants Swarms and Vermin. The Sharpshooter wants an enemy that had zero Wounds at the start of his turn, killed with a ranged attack. The Solitary Swordsman needs Blade & Counter to destroy two or more monsters in the same round.

This specificity is their greatest strength and their primary vulnerability. In a campaign where their target type appears constantly, they're generating Luck every other combat. In a campaign where four sessions pass without a Witch or a Vermin or an undamaged monster in range, they're behind on Luck relative to the Fop's investment portfolio. Pick a Killer when you know what you're hunting, or when the campaign structure makes their target type reliable. Pick two different Killers for complementary coverage.

The Night Knight is the cleanest version of the archetype: destroy an Epic Monster personally, gain Luck. The target type is clear, the trigger is clear, and every campaign has Epic Monsters. He is the Killers' most transferable member.

Night Knight

HUMAN · ROGUE · FIGHTER

A rogue-fighter who arrived in the Würstreich already knowing what he came here for.

MRL 8. Gains Luck from personally (not his party) destroying an Epic Monster — the endgame closer.

When you (not your party) destroy an Epic Monster, gain 1 Luck

Sharpshooter

HUMAN · HUNTER · MILITANT

A hunter-militant who has made precision a professional standard and a Luck condition.

PER 8. Gains Luck from killing an undamaged monster with a ranged attack — requires patience and positioning.

When you destroy a monster that had 0 Wounds at the start of your turn by using a Range Attack, make a MRL Test & if...

Cloaked Killer

REPTILIAN · HUNTER · SCHOLAR

A reptilian hunter-scholar who wants XP VAL 2+ Humans specifically and has developed a system.

AGI 8, PER 8. Gains Luck from destroying XP 2+ Humans while passing MAG — targeted, systematic, reptilian.

When you destroy a Human with XP VAL 2 or more, make a MAG Test & if you pass gain 1 Luck

Witch Smeller

HUMAN · HUNTER · PURITAN

A puritan hunter who has developed strong professional opinions about the Würstreich's occult practitioners.

MRL 9, AGI 8. Gains Luck from destroying Heretics and Witches + MRL test — specific, committed, reliable.

When you win a fight, if you destroyed any Heretics or Witches, make a MRL Test & gain 1 Luck if you pass

Provincial Prowler

HUMAN · ROGUE · WILD

A rogue-wild who picked a side and made opposition to Law enforcement into a Luck mechanic.

AGI 8, PER 8. Gains Luck from winning fights that include a destroyed Law monster.

When you win a fight & at least 1 Law monster is destroyed gain 1 Luck

Vermin Hunter

HUMAN · HUNTER · ROGUE

A hunter-rogue who found her lane in the Würstreich and stayed in it without complaint.

AGI 8, PER 8. Gains Luck from destroying Swarms and Vermin + MRL test — a reliable target type.

Make a MRL Test when you win a fight if you destroyed a Swarm or Vermin & if you pass, gain 1 Luck

Morbid Murderer

HUMAN · PURITAN · ROGUE

A puritan rogue whose name is doing work and whose Killing Blow skill confirms all of it.

AGI 8, CON 7. Gains Luck from kills via Killing Blow — efficient, clean, specific.

If you destroy a monster due to your Killing Blow Skill, gain 1 Luck

Solitary Swordsman

HUMAN · FIGHTER · ROGUE

A fighter-rogue who has made a virtue of doing two things simultaneously and getting lucky from it.

AGI 8, STR 8. Gains Luck from Blade & Counter destroying 2+ monsters in a single round.

When you destroy 2 or more monsters in a single combat round by using Blade & Counter, gain 1 Luck

Leather Lash

HUMAN · ROGUE · SCHOLAR

A rogue-scholar whose Dominate skill is her primary contribution to the problem at hand.

AGI 8, PER 8. Gains Luck from Dominate combat action with doubles — skill-locked, consistent when it hits.

When you succeed in your Dominate skill's Combat Action with doubles gain 1 Luck

Rhaz Wart

GOBLIN · MILITANT · ROGUE

A goblin commander who understands that Command Goblin is a Luck machine if you point it at the right target.

PER 8, AGI 7. Gains Luck from Command Goblin discarding XP VAL 2+ monsters.

Gain 1 Luck if you use your Command Goblin Skill to discard an XP VAL 2 monster

03 The Gamblers

8 ADVENTURERS · CHAOS & FAILURE-TRIGGERED · GETS LUCKIER AS THINGS GO WRONG

Something has gone wrong in the math on these eight characters. The Würstreich is designed to make things worse over time — that is the premise of the Doom Track, the Danger Level, the status condition catalogue. The Gamblers have figured out that "worse" is relative and decided to make it work for them. Bog Pimple gains Luck by failing his MRL test during Torture. The High Alchemist gains Luck when a third status condition joins the two he's already carrying. Filch Mold gains Luck from eating someone while passing CON doubles. The Infamous Butcher has adopted the same philosophy from a different direction and somehow arrived at the same place.

The Fool gains Luck from succeeding at an Explore test he would have failed on his own without an ally or item helping him — success through borrowed means, acknowledged by fortune. The Alley Cat gains Luck when her Lycanthropy card carries three or more Wounds, meaning she needs to be damaged to reach her peak. Lunatic Lush's Luck condition activates only during Full Moon, which means she's running a campaign within the campaign: timing her most important moments to celestial conditions.

None of them are trying to avoid bad outcomes. They're trying to generate more of them, faster, and convert them. The Würstreich's cruelties are a resource. The Gamblers know this. Pick one when you want the game's premise working for you instead of at you.

Bog Dimple

GOBLIN · FIGHTER · ROGUE

A goblin fighter-rogue whose relationship with suffering is philosophically unusual and mechanically productive.

Gains Luck from FAILING MRL with doubles during Torture — luckier when things go worst. Goblin Mode character.

Gain 1 Luck if you fail your MRL Test with doubles while using Torture .

High Alchemist

HUMAN · SCHOLAR · WIZARD

A scholar-wizard who has decided that status conditions are investments in a longer-term strategy.

MAG 8, PER 8. Gains Luck when a 3rd status condition joins the other two — the more afflicted, the luckier.

When you gain a status condition when you already have two or more, gain 1 Luck .

Filch Mold

GOBLIN · SCHOLAR · ROGUE

A goblin scholar-rogue who carries a fork and knife everywhere for reasons the Luck condition makes explicit.

CON 8. Gains Luck from eating Goblins or Humans (Gourmet) while passing CON doubles. Goblin Mode character.

Gain 1 Luck if you pass your CON Test with doubles while using Gourmet on a Goblin or Human .

Infamous Butcher

HUMAN · MERCHANT · ROGUE

A merchant-rogue who arrived at the same cannibalistic Luck philosophy as Filch Mold independently, which is one of the Würstreich's darker coincidences.

AGI 8, CON 8. Gains Luck from Gourmet on any target with CON doubles — same mechanic, different context.

Gain 1 Luck if you pass your CON Test with doubles while using Gourmet

Lunatic Lush

HUMAN · ROGUE · CHANGELING

A rogue-changeling whose best work is tied to celestial conditions outside her direct control.

AGI 7, CON 7. Gains Luck from Moonstricken during Full Moon only — time-locked, devastating when it connects.

Gain 1 Luck if you use your Moonstricken Skill during the Full Moon phase.

Alley Cat

LYCANTHROPE · ROGUE · WILD

A lycanthrope-rogue-wild who gets luckier as she accumulates damage, which is a very specific relationship with mortality.

AGI 8, PER 8. Gains Luck when Lycanthropy card carries 3+ Wounds — designed to absorb damage and profit.

When you win a fight with 3 or more Wounds on your Lycanthropy card you gain 1 Luck

The Fool

HUMAN · ROGUE · WILD

A rogue-wild who succeeds through borrowed means and gains Luck for the honesty of that arrangement.

AGI 8, CON 8. Gains Luck from Exploring via ally or item when he would otherwise have failed the PER test.

When you successfully Explore due to an Ally or Item (you would otherwise have failed the PER Test) gain 1 Luck

Jack Glasher

HUMAN · HUNTER · WILD

A hunter-wild who does his best work in a very specific state, which requires setup but rewards it.

AGI 8, CON 7. Gains Luck from destroying a monster while Focused + MAG test — controlled chaos.

Make a MAG Test when you destroy a monster while you are Focused & if you pass gain 1 Luck

04 The Magic Workers

9 ADVENTURERS · HIGH MAG · LUCK FROM OCCULT ARTS &

SUPERNATURAL SYSTEMS

The game makes one connection explicit: your maximum Luck is your MAG. This is either flavor or the most interesting design statement in the rulebook. The Magic Workers suggest it's the latter. Eight of the nine in this archetype have MAG 8 or higher, which means they can carry more Luck than almost anyone else. They also generate it in ways that don't require a monster to die — from Voidgates being placed on the board, from becoming Exalted in an Encounter, from passing Recovery with doubles in an Outside space, from resolving Human Encounters without violence.

The Void Witch's Luck condition is the most unusual in the catalog: she gains 1 Luck each time a Voidgate is placed on the board. She's not doing anything to trigger it. The board is changing and she benefits from the change. With CON 5 and HP 10, she is the most fragile character in the game — a walking argument that the relationship between magical power and physical resilience is inverse. The Weird Wizard (MAG 9) gains Luck from peaceful Human Encounters, which makes him the only wizard in the game whose Luck improves by not casting spells at people.

The Magic Workers are not combat characters and the combat system knows it. They move through the same dangerous spaces, pull the same Danger cards, face the same monsters. Their relationship with the violence is just different. They're here for the other stuff.

Void Witch

HUMAN · WARLOCK · WIZARD

A warlock-wizard who made an arrangement with the between-spaces and the board reflects this in real time.

MAG 9, CON 5 (HP 10). Gains Luck each time a Voidgate is placed — passive, map-contingent, genuinely unique.

You gain 1 Luck each time a Voidgate is placed on the board

Hermit Ascetic

HUMAN · WARLOCK · WIZARD

A warlock-wizard who has learned to receive the Würstreich's occasional grace without flinching.

MAG 9, CON 8. Gains Luck when an Encounter makes her Exalted or Blessed + MAG test — rare and worth it.

When you become Exalted or Blessed from an Encounter card, make a MAG Test & if you pass, gain 1 Luck

Squash Sorcerer

HUMAN · WILD · WIZARD

A wild-wizard who finds her best moments resting in open country, which the Würstreich makes harder than it sounds.

MAG 9, PER 8. Gains Luck from Recovery doubles in an Outside space — the only character lucky while resting.

When you succeed in your Recovery action on doubles in an Outside space gain 1 Luck

Weird Wizard

HUMAN · WARLOCK · WIZARD

A warlock-wizard who came to the Würstreich and decided the fighting was optional.

MAG 9, AGI 7. Gains Luck from Human Encounters resolved without fighting, ignoring, or plundering.

When you resolve a Human Encounter without Ignoring, Fighting or Plundering gain 1 Luck

Banished Sorcerer

REPTILIAN · SCHOLAR · WIZARD

A reptilian scholar-wizard whose Luck condition is the game's most optimistic statement about learning.

MAG 9, PER 8. Gains Luck from learning a Mastery + MAG test — improves as she improves.

When you learn a Mastery, make a MAG Test & if you pass gain 1 Luck

Gütter Witch

HUMAN · WARLOCK · WIZARD

A human warlock-wizard who carries Cure Disease because the Würstreich makes this necessary.

MAG 8. Gains Luck from successfully using Cure Disease — healing as resource generation. Moon Madness.

Gain 1 Luck if you successfully use your Cure Disease skill

Mercenary Alchemist

HUMAN · MILITANT · SCHOLAR

A militant-scholar who makes the Alchemy skill work harder than most people would bother.

MAG 8, PER 8. Gains Luck from Alchemy with MAG doubles — reliable for a character who uses skills constantly.

Gain 1 Luck if you pass your MAG Test with doubles while using Alchemy

Carnival Drifter

HUMAN · PERFORMER · ROGUE

A performer-rogue whose best relationship is with explored settlements rather than people in them.

AGI 8, MAG 8. Gains Luck from placing Explored counters in Settlements — curiosity as economic strategy.

When you place an Explored counter in a Settlement you gain 1 Luck

Charlatan Magician

HUMAN · PERFORMER · WIZARD

A performer-wizard who would rather not fight and has the social skills to usually get away with it.

AGI 8, MAG 8. Gains Luck from Bribery or Stealth avoidance + MAG test — social-magical hybrid.

When your party avoids a fight by using Bribery or Stealth, make a MAG Test & if you pass gain 1 Luck

The Würstreich has a civilian population. Most adventurers sprint past them on the way to the next fight. The Civilians are the adventurers who stopped. The Fugitive Fop gains Luck from Investing at Settlements — a purely economic action that doesn't require anyone to die and produces the most reliable Luck condition in the entire catalog. The Bombast Belter gains Luck from MRL doubles on Project Voice, a social performance skill. The Wasted Youth gains Luck from resolving Encounters without fighting. The Roadside Preacher gains Luck from the Preach skill landing with doubles.

These characters are not pacifists — most of them will fight when they have to, and some fight well. What distinguishes them is that their best moments happen outside combat. The game is telling you something when it makes Investing at a Settlement a Luck-generating action: the settlement economy is part of the game, the social system is part of the game, the non-violent options exist and function and matter. The Civilians know this. Most adventurers find out the hard way.

The Wasted Youth's Luck condition is the Civilians' most honest statement: gain Luck from resolving Encounters where fighting is an option without fighting. The Würstreich offers you violence constantly. Choosing otherwise generates fortune. This is either the game's most interesting moral position or its most useful tactical suggestion. Possibly both.

Fugitive Fop

HUMAN · MERCHANT · SCHOLAR

An investor in flight, running an economic game in a world that wants him to fight it.

AGI 8, MRL 8. Gains Luck from Investing at Settlements — the most reliable Luck condition in the catalog.

When you Invest at a Settlement, gain 1 Luck

Bombast Belter

HUMAN · PERFORMER · FIGHTER

A performer-fighter who has made her voice into a tactical asset and a Luck generator.

MRL 8, PER 8. Gains Luck from MRL doubles on Project Voice — social performance as combat preparation.

Gain 1 Luck if you pass your MRL test with doubles when using your Project Voice skill.

Wasted Youth

HUMAN · ROGUE

A rogue who decided the Würstreich's violence was optional and built his entire game around that decision.

PER 9, AGI 8. Gains Luck from resolving Encounters without fighting when fighting was an option.

When you resolve an Encounter where fighting is an option without Fighting, gain 1 Luck.

Eccentric Astronomer

HUMAN · SCHOLAR · WIZARD

A scholar-wizard who watches and waits and generates Luck from attentiveness.

PER 8, AGI 7. Gains Luck from PER doubles in Encounters — keep him away from the front line. Moon Madness.

If you pass a PER Test with doubles when resolving an Encounter, gain 1 Luck

Highway Robber

HUMAN · ROGUE · HUNTER

A rogue-hunter who makes a living on the roads and gets lucky doing it in a specific geographical sense.

AGI 8, PER 8. Gains Luck from drawing an Ally or Item while Looting on a Path or Road + MRL test.

When you draw an Ally or Item while Looting on a Path or Road, make a MRL Test & if you pass, gain 1 Luck

Roadside Preacher

HUMAN · PURITAN · ROGUE

A puritan rogue who found her calling at the side of whatever road the Würstreich puts in front of her.

CON 8, PER 8. Gains Luck from Preach skill with doubles — social, spiritual, consistent.

If you successfully use your Preach Skill with doubles, gain 1 Luck

Warrior Poet

HUMAN · FIGHTER · PERFORMER

A fighter-performer who brings a MAG test to everything he does with his hands, which is poetic if unusual.

AGI 7, CON 7. Gains Luck from Performer-requirement skills + MAG test — a fighting artist.

When you successfully use a Skill with the requirement Performer, make a MAG Test & if you pass gain 1 Luck

Fishy Confectioner

FISHOID · MERCHANT · WILD

A fishoid merchant-wild who is here, and selling things, and that is genuinely enough.

AGI 7, CON 7. Gains Luck from selling Loot while Trading based on the amount sold — the market as a Luck trigger.

When you sell one or more Loot cards while Trading, roll D6 & if your roll is equal to or less than the amount of GP...

Five adventurers who don't fit cleanly anywhere else, and not because they're simple. The Hinterlander (PER 9, the highest in the catalog) gains Luck from using Stealth to avoid a fight while Outside — a geographical condition attached to a specific non-combat action. The Naughty Naturalist gains Luck when the party starts a fight with Filth by Hunting, and may count as Wild for skill requirements — which the asterisk next to Wild in the class listing is acknowledging without quite explaining.

The Unlicensed Surgeon has the most complex Luck chain in the catalog: your party destroys Humans in a fight, you voluntarily become Detained, then you pass a PER test. Three steps. Two of which you have to choose. The Bog Conjuror gains Luck from passing an Explore test with doubles while Outside — geographic, conditional, doubles-dependent. The Angel of Death gains Luck at the end of a fight if she took zero Wounds — the glass cannon's reward structure made explicit in Luck terms.

What these five share is a playstyle that rewards reading the board, the encounter deck, or the specific moment. They don't generate Luck casually. They generate it when everything is exactly right, which the Würstreich occasionally allows. They reward players who know what they're looking for and are patient enough to wait for it.

Hinterlander

HUMAN · HUNTER · WILD

A hunter-wild with the highest PER in the catalog, designed to never be surprised by anything.

PER 9, AGI 8. Gains Luck from using Stealth to avoid a fight while Outside — geographically and tactically specific.

Gain 1 Luck when you use Stealth to avoid a fight while you are Outside

Naughty Naturalist

HUMAN · SCHOLAR · WILD*

A scholar who counts as Wild for skill purposes and has strong opinions about fighting Filth by Hunting.

PER 8, AGI 7. Gains Luck when party starts a fight with Filth by Hunting — one of the more niche specialties.

When your party starts a fight with one or more Filth by Hunting, you gain 1 Luck
You may decide to count as Wild or...

Unlicensed Surgeon

HUMAN · ROGUE · SCHOLAR

A rogue-scholar whose Luck chain has three steps and requires deliberately getting yourself arrested mid-campaign.

AGI 8, MRL 8. Gains Luck: party destroys Humans → you become Detained → pass PER. Mean Streets character.

When you win a fight, if your party destroyed any Humans, you may become Detained & make a PER Test; if you pass,...

Bog Conjuror

HUMAN · WARLOCK · WILD

A warlock-wild who needs to be Outside and exploring with doubles, which is a specific set of requirements.

MAG 9, CON 8. Gains Luck from passing Explore with doubles while Outside — geographic and conditional.

Gain 1 Luck when you pass an Explore Test with doubles while you are Outside

Angel of Death

HUMAN · ROGUE · SCHOLAR

A rogue-scholar who ends fights without taking a scratch and gets lucky for the perfection of that outcome.

AGI 8, PER 8. Gains Luck at end of a fight if she has 0 Wounds + MAG test — the glass cannon's reward.

Once per turn, make a MAG Test at the end of a fight if you have 0 Wounds & if you pass gain 1 Luck

STRANGE ONES NOTE

The Strange Ones are best in campaigns where their specific conditions will appear regularly. Run a wilderness-heavy campaign and the Hinterlander and Naughty Naturalist shine. Run Mean Streets and the Unlicensed Surgeon's chain becomes viable. Bog Conjuror rewards any campaign that emphasizes Exploration. Angel of Death rewards confidence and good rolling.



A Quick Reference

The question behind the question: not who is the best character, but what kind of game do you want to have? Each archetype answers that differently.

IF YOU WANT TO...	START HERE	CONSIDER
Stay alive at all costs	The Endurers Mendicant Monk, Soldier of Fortune, Wastelander	Pair with a Magic Worker for recovery depth.
Hunt specific enemies	The Killers Night Knight (Epic Monsters), Witch Smeller (Heretics), Vermin Hunter (Swarms)	Mix two Killers with complementary target types for Luck coverage.
Thrive on bad situations	The Gamblers Bog Pimple, High Alchemist, The Fool	Best in a party of Gamblers who share the philosophy.
Play the occult long game	The Magic Workers Void Witch, Hermit Ascetic, Weird Wizard	Pair with an Endurer who can absorb damage while the mage operates.
Run an economic campaign	The Civilians Fugitive Fop, Wasted Youth, Bombast Belter	Three Civilians together run a different game from the combat baseline.
Specialize deeply	The Strange Ones Hinterlander (wilderness), Unlicensed Surgeon (Mean Streets), Angel of Death (precision)	Build the campaign around their conditions, not the reverse.
Play the goblins specifically	Gamblers + Killers Bog Pimple & Filch Mold (Gamblers) + Khaz Wart & Skiv Gristle (Killers)	The only party that can reduce Goblin Level Counters. Required for Goblin Mode depth.
Solo	Civilians or Endurers Fugitive Fop (most reliable), Mendicant Monk (best recovery), Wasted Youth (avoidance)	The Void Witch is spectacular solo and very fragile. CON 5.

Archetypes of the Würstreich

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