	Description	Rank	Class	Notes
S Tier	These are the most viable	S*	DoomKnight	The most powerful class in the game, well worth its price. Monstrous damage and the ability to autostun make this class nigh unstoppable; use STR/END for tankiness or INT/LUK for raw damage.
	classes in the game, capable of clearing nearly every type of		SnugglePanda	Completely inpenetrable defenses in addition to a spanmable autostun skill make this the other strongest class in the game, by a very large margin. It's nearly impossible for this class to actually take damage, much less die. Use STRIEND.
	fight with the most relative	0	Archivist	Arcolusity strong class that can clear nearly every fight with the exact same rotation. High hit count and nepeated bonus turns allow for easy weapon special procs and risk-free item jugging. Use INTEND.
	ease.	3	Epoch (Eraglass)	Processory and guard and an output of the set of the se
	These classes all have some		Epoch (Eternal Locket)	A sustain-oriented Epoch variant with a prolonged setup time, but extremely potent damage and detensive preparation once set up. Master momentum management, and you master the class. Use INTIEND.
	form of availability restriction.		Kathool Adept	Withe and Summon Kathool are both atrodiculy ovepowered; this class is capable of switching between insane defense and insane burst with life to no preparation. Can't use on-attack weapon specials. Use INT/END.
		S-	Epoch (Base)	Strictly a weaker version of Etemal Epoch; don't use this unless you don't have the Etemal Locket. Protect yourself with hexes (and Punch, if possible) while Timeshift is down; plays the same as Etemal Epoch otherwise. Use INT/END.
		-	Pyromancer	Tanky class that spams passive heals while building up powerful burst attacks. This class is fairly complex and will require a significant degree of memorization. Use INT/END, as INT/DEX is not worth the lower orit modifier at higher levels.
A Tier	These are highly viable classes, capable of handling most types of fights but have one or two notable weaknesses. A couple of these classes can be unlocked and trained, but many will require their own ourchases.	A+	Chaosweaver	Very much a glass cannon; anything you can't kill within about 5 turns will probably kill you first. INT/DEX offers maximum raw damage but INT/END will give you another turn or two of survival.
				A burst-oriented Epoch variant capable of protecting itself during setup. Matchup-based; anything with enough HP to survive its burst phase will give it trouble as it lacks extended sustain. Use INT/END to maximize damage.
			Technomancer	A powerful hybrid class that deals more damage the lower its MP is; keep MP low but not too low to attack. This class's passives will be temporarily disabled should you swap gear, so watch out. Use INT/END with some amount of WIS.
			DeathKnight	Hybrid class capable of both bursting and heal spanning. Reliant on use of the DeathKright artifacts relics and therefore has life room for customization, but is not worth using without them. Use INTERD.
		Î	Ranger	mperior case capacity of containing and these applications are to an experiate of the transfer of the case and the case an
			Riftwalker	The area into an event of the and the area of the area
			ShadowWalker of Time	Adaptable class capable of both high burst and stunishield spam via Umbrai/Antumbra cooldown reduction. Use INTIEND.
	These are visible electors	A-	Ascendant	Offensively heavy, but has a fairly rigid rotation and mandates the use of a statisticythe. Don't reset the passive with Ascend. Use INT/LUK to maximize raw damage or INT/END for greater survivability.
			Cryptic	Spammable shields in addition to high crits makes this one of the best defensive-hank classes in the game. The passive crit chance is rolled independently of your Crit stat. Mandates a daggeriscythe; use DEXIEND.
			Epoch (Draconic Glowtooth)	An Epoch variant geared towards frontbaded burst; spam blindidetense when you aren't attacking. This class becomes severely orippled after its initial burst, so don't use it in longer fights. Use INTEND.
B Tier	excelling at one or two particular roles but falling short	B+	Entropy	Atrociously high damage output and numerous very strong defensive skills, but very high MP costs will inside sustaining very difficult. Mandates the use of a Darkness weapon. Use STRIEND, with some investment in WIS.
			Necromancer / Necro Paragon Soulweaver (Baltael's Aventail)	Turtle class with several naary tricks such as autostuming with Inner Fear or setting us autorise turt with Seed. Laveva a parameter ID-To the energy that gets stronger each turn. Struggets against enemies That heat Lave DEVEND. Were high board time Concentration 1 - Short is beef 1 - Short use that the stretched. INTERNO is recommended built built is recommended built built in the class.
	in situations that don't favor said roles.		Sourweaver (Baitaers Aventail)	Very right cares non-sciences of yours, see Lin's constrained, yours, see Lin's constrained, and the constraint of the c
	sau roles.	в	ChronoZ	Faily ligh damage output and strong heals, but is held back by the restrictive nature of mandatory combo attacks. This is only better than Shadow Hunter because of number vomit. Use INT/END.
	Some of these classes can be	۲ ۰	DragonMage	Paily migrituaning/couple and sering frame, out is net book of your relative on managery control address. This is only been man studied when the exclusion of number volts. Use relience. High damage couple and sering frame, out is net book of your relative on managery control address. This is only been man studied when the exclusion of number volts. Use relience.
	unlocked and trained, while some will require their own			
	purchases.	B-	DragonLord (Dragon's Patience)	Defensively-oriented at the start of the battle but gains a small, stacking damage borus every turn. Defensive skills allow for stalling to raise damage, but struggles with fights that can't be stalled against. Use STR/END.
			Pirate / Dread Pirate	Spams blinds and deals borus damage to blinded enemies. Straightforward. Dread Pirate is strictly befor than regular Pirate, as the multi does extra damage. Use STR/END.
C tier		C+	Ancient Exosuit	Great defensive skills; high hit count allows abuse of healing weapons for further survivability. Moderately low damage output can make enemy heals problematic, and it can't use on-attack weapon specials to get around that. Use STR/END.
	capable of some performance but will require crutches (such		Evolved PumpkinLord	Hybrid class reliant on stuns. Seasonal Trick-or-Treat minigame makes you even stronger for the rest of the login session. This class is much weaker against stunproof enemies, so pick your battles wisely. Mandates a Nature weapon; use STR/END.
	as food or other temporary setup) in order to perform in more difficult fights		Master Soulweaver	Defensively oriented class with multiple strong debuffs, but lacks a heal to back them up; sustaining can be an issue and long cooldowns don't help that. This class is a strictly worse version of (Dread) Pirate. Use STRIEND.
			Paladin	Has many healing skills as well as a permanent HoT. Can outpace nearly any single target fight but will struggle against enemies that heal or don't allow for stalling. Use INT/END, though WISEND can be viable in some cases.
			Avatar of Time	Hybrid class equipped with decent burst and debuffs, but long cootiowns hamper the former and a lack of a shield diules the latter. High hit count for easy on-hit weapon special proce. Use STR/END.
	Most of these classes can be	C	Guardian	Typino case explorer win orderin cases and ordering, our intro concerns interpret the tome and a set of a set o
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	purchases.			
		C-	DragonLord (Dragon's Rage)	Burst-oriented counterpart to Patience DragonLord; has a very similar skillset but will be outclassed by its counterpart in fights where immediate burst isn't very important. Use STRIEND for defensive bias or INT/LUK for offensive bias.
			DragonRogue	Spams Do'ts and a passive heal, but cannot protect itself well. Poor offense and middling defense. Use DEX/END.
			DragonWarrior	Damage output comparable to S-ter classes, but worse-than-nothing defenses and marriage to an unforgiving rotation hold it back. Mandates a sword/scythe and cannot crit, so use STR. Your other stat doesn't really matter, but default to END.
			loebound Revenant	Decent damage and strong debuffs. Built for stall but has a BPD shield and is unable to heal; dies of chip damage. Revenant's Curse can be very strong in niche situations, but the rest of the class is too weak to justify using it. Use DEX/END.
				Lacent daming and provide generative start is valued out it as a start state and a start is valued to the valued t
	These are undersooned		loebound Revenant Togslayer / Dreaming Togslayer	This class has a whoping 80 Boost and two binly strong attacks, but after spending 8 turns charging and using its burst it desent accomplain much etse. Les STREND for tankness or NTLUK for offensive bias.
D tier	These are underpowered classes, usually incapable of	D+	loebound Revenant	This class has a whopping 80 Boast and two fairly strong attacks, but after spending 6 Jums charging and using to burst it desent accomplish much elie. Use STREND for tarkiness or NTLUK for offensive bas.
D tier	classes, usually incapable of doing well using their own	D+	Icebound Revenant Togslayer / Dreaming Togslayer Chronomancer Shadow Hunter	The dates has a whopping Bi Bload and here fairly strong attacks, but after specing a Sum advanging and using is bound in to Gearn Laccomplian mun dies. Une STREND for tarkiness or MTLLK for offensive bas.
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= tier	classes, usually incepable of classes, usually incepable disk with the classes will causely rely almost classes will causely rely almost classes will causely rely almost classes will causely rely almost classes will causely rely almost uncock methods. These dates have varying uncock methods too weak to make use of any too weak to make use of any too weak to make use of any too weak to make use of any discrementationed outliets. These classes were not make discremented outliets. These classes were not make discremented outliets.	D+ D D- F+ F- N/A	Lesburg Revenant Topsilver / Dentring Topsilver Deconomineer Dhalow / Nuter Timedian Chickanow	The das a wategoing Billion to the bulk yring mitols, bulk may particip from taking and ung Bont taken Taken This Charl Taken Billion Strategoing and the das taken by This Charl Strategoing and
F tier	classes, but compatible diverses, and compared by the set of the s	D+ D D- F+ F- N/A	Losburd Revenue Topolityer / Deving Topolityer Chronomation Timediate Chronomation Chronomatio Chronomation Chronomation Chronomation C	The data at adapting El Role at the bink yrong attack, b date genering 6 turns takent all complian mode due to ETREND trainerses of TRUK to defense bas. A construction of the second of the second of the second of the second of the data at the second o
F tier	classes, usually incepable of classes, usually incepable disk with the classes will causely rely almost classes will causely rely almost classes will causely rely almost classes will causely rely almost classes will causely rely almost uncock methods. These dates have varying uncock methods too weak to make use of any too weak to make use of any too weak to make use of any too weak to make use of any discrementationed outliets. These classes were not make discremented outliets. These classes were not make discremented outliets.	D+ D- F+ F- N/A	Lesburg Revenant Topsilver / Dentring Topsilver Deconomineer Dhalow / Nuter Timedian Chickanow	The das a wategoing B like in the bish y trong micks, bish daring secting L term hading in que ing bish taken J activity B Like in J ac

	his spreadsheet is to document and	compare the viat	pility of all the clas	ses in the game.	What else is a tier	list for?		
nis tier list is als	o available on the Endgame Wiki!							
r list made and	maintained by TFS							
hangelog i gues	s							
	made the tier list							
	soulweaver moved from A+ to A, cl	haosweaver move	ed from A to A+					
	shadow hunter moved from F+ to I			F				
	shadow walker of time moved from							
					ce and also marth	e kent bugging n	ne	
	technomancer moved from A- to A following meta shifts towards offense/defense balance and also marthe kept buggin evolved pumpkinlord moved from A to A- following reflect nerf and further saturation of stunproof enemies							
				iner saturation of	stunproor enemies	5		
	underworld epoch added to A+ follo							
	corrupted doom epoch ranked due			vorth using over t	ase epoch)			
5/9/2020	swot moved from A+ to A because		-					
	technomancer moved from A to A+							
	ascendant from S- to A because of	tickle nerf, debuf	f spam, and hitco	unt punishment				
7/17/2020	technomancer and uwe moved up							
8/24/2020	guardian and pyromancer moved u	p following their r	evamps. i hate g	uardian				
11/4/2020	stopped being lazy and updated re	commended build	ds					
2/6/2021	adjusted CDE and UWE following	buffs/nerfs; move	d arch down too f	ollowing even mo	re hitspam punishi	ment		
2/13/2021	moved many things from A to B							
	chaosweaver moved from A+ to S-	because it stiLL I	KEEPS WINNING	6				
	riftwalker moved from S- to A beca							
	added dragonbyte epoch to A-							
2/22/2021	added student to F							
2/22/2021								
2/2/2021	added snugglepanda to S+	following its reven						
	moved deathknight from C+ to A+	-	lih					
	ascendant raised from B to A+ follo	•						
	dragonmage raised from C to B- fo							
	cryptic lowered from S- to A followi							
	dragonrogue moved from F+ to D-							
	more powercreep = more reorganiz	zing						
	riftwalker moved from A to A-							
	ranger moved from A to A-							
	entropy moved from A- to B+							
	BSW moved from A- to B+							
	necromancer moved from B+ to B-							
	chronoz moved from B+ to B							
	PDL moved from B+ to B							
	evolved pumpkinlord moved from E	B to C+. it's dead	jim.					
	ancient exosuit moved from B- to C							
	added dragonslayer to D-	-						
	pyro to S-							
	basepoch to S-							
	technomancer to A+							
	chaosweaver to A+							
	ascendant to A							
	riftwalker to A							
	necro to B+							
	msw to B-							
5/15/21	asc down finally							
	cryptic down							

dk down				
ranger up				
pdl down				
msw down				