Tier	Description	Rank	Class	Notes
S Tier	These are the most viable classes in the game, capable of clearing nearly every type of fight with the most relative ease. These classes all have some form of availability restriction.	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.
			SnugglePanda	Completely impenetrable defenses in addition to a spammable 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 STR/END.
		S	Archivist	Atrociously strong class that can clear nearly every fight with the exact same rotation. High hit count and repeated bonus turns allow for easy weapon special procs and risk-free item juggling. Use INT/END.
			Epoch (Eraglass)	A simpler Epoch variant; trades burst damage for faster setup but suffers stat decay should the fight continue for too long. Momentum management is not an issue here like it is with other Epoch variants. Use INT/END.
			Epoch (Eternal Locket)	A sustain-oriented Epoch variant with a prolonged setup time, but extremely potent damage and defensive preparation once set up. Master momentum management, and you master the class. Use INT/END.
			Kathool Adept	Writhe and Summon Kathool are both atrociously overpowered; this class is capable of switching between insane defense and insane burst with little to no preparation. Can't use on-attack weapon specials. Use INT/END.
		S-	Epoch (Base)	Strictly a weaker version of Eternal Epoch; don't use this unless you don't have the Eternal Locket. Protect yourself with hexes (and Punch, if possible) while Timeshift is down; plays the same as Eternal 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 crit 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 purchases.	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.
			Epoch (Corrupted Doom Cassette)	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.
			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.
		A	DeathKnight	Hybrid class capable of both bursting and heal spamming. Reliant on use of the DeathKnight ~~artifacts~~ relics and therefore has little room for customization, but is not worth using without them. Use INT/END.
			Ranger	Has a setup time but very offensively potent once set up. Strong defensive options that come at the expense of offensive setup; somewhat MP-heavy. Make sure your DEX/STR are equal as doing so will give this class a unique damage bonus. Use STR/END.
			Riftwalker	A strong, spammable shield and high damage output offer a balance between offense and defense. Reset passive with Final Blow as necessary. Mandates a sword/scythe. Use STR/END.
			ShadowWalker of Time	Adaptable class capable of both high burst and stun/shield spam via Umbra/Antumbra cooldown reduction. Use INT/END.
		A-	Ascendant	Offensively heavy, but has a fairly rigid rotation and mandates the use of a staff/scythe. 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/tank classes in the game. The passive crit chance is rolled independently of your Crit stat. Mandates a dagger/scythe; use DEX/END.
			Epoch (Draconic Glowtooth)	An Epoch variant geared towards frontloaded burst; spam blind/defense when you aren't attacking. This class becomes severely crippled after its initial burst, so don't use it in longer fights. Use INT/END.
B Tier	These are viable classes, excelling at one or two particular roles but falling short in situations that don't favor said roles. Some of these classes can be unlocked and trained, while some will require their own purchases.	B+	Entropy	Atrociously high damage output and numerous very strong defensive skills, but very high MP costs with make sustaining very difficult. Moderates the use of a Darkness weapon. Use STR/END, with some investment in WIS.
			Necromancer / Necro Paragon	Turtle class with several nasty tricks such as autostunning with Inner Fear or setting up surprise burst with Seed. Leaves a permanent DoT on the enemy that gets stronger each turn. Struggles against enemies that heal. Use DEX/END.
			Soulweaver (Baltael's Aventail)	Very high burst from Concentration + Synch; low DPT otherwise. Artifact is restricted to level 60+; don't use this class without the artifact. INT/END is recommended but DEX/INT to maximize damage is also viable.
		B	ChronoZ	Fairly high 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.
			DragonMage	High damage output and decent debuffs but follows a very rigid rotation. Mandates a staff/scythe; use INT/END.
		B-	DragonLord (Dragon's Patience)	Defensively-oriented at the start of the battle but gains a small, stacking damage bonus 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 bonus damage to blinded enemies. Straightforward. Dread Pirate is strictly better than regular Pirate, as the multi does extra damage. Use STR/END.
C tier	These are mediocre classes, capable of some performance but will require crutches (such as food or other temporary setup) in order to perform in more difficult fights. Most of these classes can be unlocked and trained, while some will require their own purchases.	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.
			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.
			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 STR/END.
			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 WIS/END can be viable in some cases.
		C	Avatar of Time	Hybrid class equipped with decent burst and debuffs, but long cooldowns hamper the former and a lack of a shield dilutes the latter. High hit count for easy on-hit weapon special procs. Use STR/END.
			Guardian	Jack-of-all-trades class; has a broad but shallow toolkit, doing a little bit of everything but not excelling at anything. Most powerful attack is RNG based. Use DEX/END and spam the DoTs.
			Ninja	Has four shields; very defensive. Uses numerous DoTs to deal chip damage while spamming shields. Struggles against anything that can outheal its low damage output. Use DEX/END.
		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 STR/END for defensive bias or INT/LUK for offensive bias.
			DragonRogue	Spams DoTs and a passive heal, but cannot protect itself well. Poor offense and middling defense. Use DEX/END.
			DragonWarrior	Damage output comparable to S-tier 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.
			Icebound 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.
			Togslayer / Dreaming Togslayer	This class has a whopping 80 Boost and two fairly strong attacks, but after spending 6 turns charging and using its burst it doesn't accomplish much else. Use STR/END for tankiness or INT/LUK for offensive bias.
D tier	These are underpowered classes, usually incapable of doing well using their own skillsets. Success with these classes will usually rely almost entirely upon use of crutches such as food and temporary setup outside of their skill sets. These classes have varying unlock methods.	D+	Chronomancer	You can try mixing Continuum Slash with a lot of temporary setup to nuke, but this generally isn't viable. You want DEX/INT as part of the setup for Continuum, STR/END if you're using the class for any other reason.
			Shadow Hunter	Very weak class with all skills functionally locked behind two or more turns of chargeup time. Gimmicky playstyle but nothing of note. Use INT/END.
			TimeKiller	Though it can burst for mediocre damage, long cooldowns and otherwise very weak or pointless skills dilute this class's ability to do anything other than farm. Has a decent blind, but the shield is really terrible. Use INT/END.
		D	Chickencow	At 12 hits per turn every turn, this class is better at proccing on-hit weapons than any other class in the game and as such relies completely on them. It doesn't do anything else. Use STR/END.
			Chronocorruptor	This is just Chronomancer but even weaker. You can try to nuke with Continuum Slip but this class is useless otherwise. You want DEX/INT as part of the setup for Continuum, INT/END if you're using the class for any other reason.
			GPS	This class has a loopable blind and a 50% HoT, but it can't do damage or (effectively) shield. If you really have to use this class, use INT/END.
		D-	Ascended Chickencow	This class was clearly built with offense in mind, but they forgot to actually give it decent attacks. Oops. Long cooldowns, high MP costs, and a wide variety of weak, useless debuffs add insult to injury. If you really have to, use STR/END.
			DragonSlayer	As its name might imply, this class can slay dragons. As its name might not imply, this class can't slay anything else. Use DEX/END; you aren't killing anything besides dragons, might as well kill them faster.
			Evolved Chickencow	This class manages to be a downgrade to base Chickencow by adding a cooldown to the 12-hit Mad Chickencow attack. Its damage is as poor as regular Chickencow's, as are its defenses. If you really have to, use STR/END.
			Frost Moglin	Pitiful damage, pitiful defenses, status effects tied to RNG, and a useless artifact that takes up not one but two equip slots. You were on the naughty list and this class is your punishment. Default to STR/END.
			Zardbie	This class has suprisingly good uptime (3/7) on a strong shield and can charge up a decent DoT (up to 90%), but has nothing else of note. Can't use on-attack weapon specials. Use STR/END.
F tier	These are unviable classes, either incompatible with or just too weak to make use of any aforementioned crutches. These classes were not made for use in late-game combat, and using them is not recommended.	F+	Mage	70 Boost and a -25 resist debuff allow this class to hit surprisingly hard, but the low base damage of its skills prevent it from taking advantage of these tools. Mandates a staff/scythe and a Fire weapon; use INT/END.
			Warrior	Being able to hit 75 Boost from just class skills is surprisingly high, but all of this class's attacks are too weak to take much advantage of it. Mandates a sword/scythe; use STR/END.
		F	Pirate Monkey / Ninja Monkey	Has a stun and a heal with very short cooldowns, but has nothing else. Can't use weapon specials. Use CHA/END and have your dragon do all the work.
			Rogue	All of this class's skills are pretty much worthless. It's a base class, what did you expect? Mandates a dagger/scythe; use CHA/END and have your dragon do all the work.
			Student	This isn't meant for use in combat; it's Warrior with less damage and a better shield. Use CHA/END and have your dragon do all the work.
		F-	Snugglebear	The weakest class in the game, capable of dealing only 100% damage per turn. Using this class is like playing as an early-game enemy. Use CHA/END and have your dragon do all the work.
Unranked	Classes that cannot be accurately tiered for one or more reasons. Being unranked is not necessarily an indicator of how weak or powerful a class is.	N/A	Angler	This class was made for a minigame and not intended for use in combat; as such it cannot equip any weapons or items and is therefore too weak to bother tiering.
			Dimensional Transphaser	This class's default weapon has (relatively) high average damage and as such is extremely overpowered at very low levels. It is extremely weak otherwise.
			DragonLord (Base)	There is no reason to use this without an artifact.
			DoomKnight V1	This class is extremely overpowered and as a result is banned from nearly every Inn challenge; it cannot be tiered if it cannot compete.
			PumpkinLord	There is no reason to use this over Evolved PumpkinLord.
			Soulweaver (Base)	There is no reason to use this without the artifact.

The purpose of this spreadsheet is to document and compare the viability of all the classes in the game. What else is a tier list for?		
This tier list is also available on the Endgame Wiki!		
tier list made and maintained by TFS		
changelog i guess		
10/15/2019	made the tier list	
12/27/2019	soulweaver moved from A+ to A, chaosweaver moved from A to A+	
1/27/2019	shadow hunter moved from F+ to D+ following a bugfix and small buff	
3/23/2020	shadow walker of time moved from S- to A+ because, like, every enemy crits now	
	technomancer moved from A- to A following meta shifts towards offense/defense balance and also marthe kept bugging me	
	evolved pumpkinlord moved from A to A- following reflect nerf and further saturation of stunproof enemies	
	underworld epoch added to A+ following its release and finalization	
	corrupted doom epoch ranked due to popular demand (this still isn't worth using over base epoch)	
5/9/2020	swot moved from A+ to A because see above + hitcount punishment	
	technomancer moved from A to A+ because see above	
	ascendant from S- to A because of tickle nerf, debuff spam, and hitcount punishment	
7/17/2020	technomancer and uwe moved up	
8/24/2020	guardian and pyromancer moved up following their revamps. i hate guardian	
11/4/2020	stopped being lazy and updated recommended builds	
2/6/2021	adjusted CDE and UWE following buffs/nerfs; moved arch down too following even more hitspam punishment	
2/13/2021	moved many things from A to B	
	chaosweaver moved from A+ to S- because it stiLL KEEPS WINNING	
	riftwalker moved from S- to A because it stiLL KEEPS LOSING	
	added dragonbyte epoch to A-	
2/22/2021	added student to F	
	added snugglepanda to S+	
3/3/2021	moved deathknight from C+ to A+ following its revamp	
3/27/2021	ascendant raised from B to A+ following buffs	
	dragonmage raised from C to B- following buffs	
	cryptic lowered from S- to A following nerfs	
	dragonrogue moved from F+ to D- following buffs	
3/28/2021	more powercreep = more reorganizing	
	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 B to C+. it's dead, jim.	
	ancient exosuit moved from B- to C+	
	added dragonslayer to D-	
4/6/2021	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						