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Classes are the mechanical heart of characters in Pathfinder 2e, defining your characters advancement, their capabilities, and the majority of their feats. Understanding how to build and play a class effectively is the most important part of building an effective character.The handbooks listed below include those written prior to the Pathfinder 2e Remaster. These handbooks are left in place for players using pre-remaster content. For information on moving from legacy content to remaster content, see our transition guide.

Table of Contents

Uncontested masters of alchemical items, alchemists can create free, high-level alchemical items using a daily pool of Infused Reagents, allowing them to create powerful items like bombs, mutagens, and poisons which would normally be too expensive or impractical to use, and use them either offensively or to empower the party.

Alchemist Handbook (Legacy)

Alchemist Research Fields Breakdown (Legacy)

An aggressive melee-focused martial character, barbarians are built around their Rage feature to boost their effectiveness in combat.

Barbarian Handbook (Legacy)

Remastered Warpriest Cleric Example Build

Occult spellcasters often associated with magic, bards are skilled at supporting their party and overwhelming their foes using a combination of spellcasting and Composition Cantrips which allow them to produce various effects, such as buffing the party with Inspire Courage.

Divine warriors with more of a martial focus than fighters. Champions have the best armor proficiency in the game, making them extremely durable, and their Champions Reaction feature allows them to protect allies and harass foes. Each champion subclass is associated with a specific alignment.

Champion Handbook (Legacy)

Divine spellcasters that draw their power directly from a deity. Channel Energy gives you a pool of addition Heal or Harm slots which can stretch your limited number of spell slots, and you can get Focus Spells from your domain, providing a variety of ways for the Cleric to function. Clerics get to choose between the casting-focused Cloistered Cleric or the armed and armored Warpriest, then further customize by picking a deity and domains offered by that deity.

The iconic Primal spellcaster, druids can focus on spellcasting, on having a powerful animal companion, or on using Wild Shape to turn into various combat form.

Druid Handbook (Legacy)

Practical Guide to Wild Shape (Legacy)

The iconic martial character, the Fighter is deeply customizable and capable of maximizing the benefits of nearly any weapon. They notably gain proficiency with Advanced weapons without jumping through massive hoops and also have the beast weapon proficiency progression in the game, meaning that they crit frequently and have higher damage output than you might expect.

Master of firearms and crossbows, gunslingers can feel somewhat similar to a fighter, but their ability to use firearms and crossbows to great effect makes them unique and exciting.

Gunslinger Handbook (Legacy)

Take PF2s complex item mechanics and make them even more engaging. The Inventory builds around on piece of equipment (or a pet robot) and gradually improves it as they gain levels.

Inventor Handbook (Legacy)

Inventor Innovations Breakdown (Legacy)

Outside of combat, the Investigator pursues one or more ongoing cases, and gets clues and bonuses when working toward solving them. They also get more skill increases than most classes, allowing them to fill a variety of skill-based rolls. In combat, the Investigators Devise a Stratagem feature allows them to apply their intellect in combat.

Investigator Handbook (Legacy)

Masters of the elements, the Kineticist channels elemental power in a variety of ways. Depending on your choices of elements and Impulses, Kineticists can play very differently, ranging from durable Defender builds to high-damage Blaster builds. While their capabilities often feel like spells, they have neither spell slots nor Focus Points to worry about, allowing them to use their abilities freely without rest.

Live your fantasy of hitting someone with a lightning bolt a sword at the same time. The Magus blends arcane spellcasting and martial prowess in one class and can deliver spells through their weapon attacks using the Spellstrike feature.

Magus Handbook (Legacy)

Hybrid Study Breakdown (Legacy)

Inspired by real-world martial arts traditions, the Monk is adept at fighting unarmored. Their system of stances allows you to adopt different play styles, making each monk feel exciting and distinct. Among other options, high-level monks can essentially go Super Saiyan, so anime references are not unfounded.

Divine spellcasters who also bear a powerful curse which increases in severity as you use your Focus Spells. Managing the curse is a significant part of the Oracles gameplay, but it creates an exciting resource loop that makes the Oracle feel very unique alongside other spellcasters.

Oracle Handbook (Legacy)

Mysteries Breakdown (Legacy)

Occult spellcasters mostly focused on using Focus Points to Amp their cantrips. They feel very different from other spellcasters and have fewer spell slots, but theyre not less exciting.

Skilled explorers and monster hunters, rangers are diverse and capable. They can be built around Snares (single-use disposable traps), around supporting their party, or around making a huge number of attacks.

The iconic sneak, scoundrel, assassin, and thief. Rogues get more skills than any other class except the Investigator, and their Sneak Attack features allows them to deal extra damage by capitalizing on enemies being Off-Guard (Flat-footed pre-Remaster) in combat.

Sorcerers draw their magic from a magical bloodline which determines both your spellcasting tradition and some additional available spells and Focus Spells. Among other exciting things, the Sorcerer gets more spell slots than other spellcasters.

Sorcerer Handbook (Legacy)

Sorcerer Bloodlines Breakdown (Legacy)

The ultimate pet class, the Summoner bonds you to a magical creature called an Eidolon which you customize as you gain levels. Its like build-a-bear if build-a-bear let you build a dragon.

Summoner Handbook (Legacy)

Summoner Eidolons Breakdown (Legacy)

Exciting martial characters who care as much about style as they do about substance. Theyre more capable with social skills than many martial characters, and in combat their Panache mechanic supports exciting combos ended with Finishers for big, exciting effects.

Swashbuckler Handbook (Legacy)

Martial characters who study and hunt monsters, thaumaturses use special implements to gain various ability and can use their class features to impose temporary damage vulnerabilities on enemies.

Thaumaturge Handbook (Legacy)

Thaumaturge Implements Breakdown (Legacy)

Witches are spellcasters who obtain their magic from a patron, who sends a familiar to teach the witch to cast spells. Your choice of patron determines both your spellcasting tradition and some additional spells available to you.

The iconic arcane spellcaster, wizards prepare their spells from a spellbook, allowing them to hoard spells like a magical magpie and change their spell optics daily. Wizards can specialize in a variety of things including familiars or magic items, and can choose either a specific school of magic to specialize in or to be a generalist. Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy.

What really are Pathfinder's top-tier classes? There are forty-four playable classes in the tabletop roleplaying game Pathfinder and this is before things like NPC classes, prestige classes, and archetypes are factored in. With so many options it can be quite daunting to find a class that is both mechanically powerful and provides the kind of gameplay experience you are looking for. The following is a tier list of Pathfinders forty-four main classes, with an in-depth look at the S and A Tiers of classes.

S Tier

These classes are capable of doing more or less everything, often times better than other classes that specialize in one thing. They can regularly solve encounters with singular abilities and require little thought from the player. At high levels, these classes can pretty literally change the world. If played well these classes can be game breaking and require a skilled DM to provide them with suitable challenges. This tier includes:

Arcanist

Cleric

Druid

Shaman

Witch

Wizard

A Tier

These classes tend to have as much raw power as S Tier classes but with a much smaller toolkit. Any of these classes is capable of anything, but no single class can do everything. This tier includes:

Oracle

Psychic

Sorcerer

Summoner

(Chained)

B Tier

These classes tend to fall into two camps, specialists that do one thing very well and generalists that do a lot of things at an okay level. These classes do occasionally possess a mechanic or ability that can immediately resolve encounters, but those are rare exceptions. It is also worth noting that this tier contains a multitude of Pathfinders two-thirds casters. This tier includes:

Alchemist

Bard

Bloodrager

Hunter

Inquisitor

Investigator

Magus

Medium

(Archmage or Hierophant)

Mesmerist

Monk

(Unchained)

Occultist

Rogue

(Unchained)

Skald

Spiritualist

Summoner

(Unchained)

Warpriest

C Tier

These classes tend to be specialists that are capable of one thing and are useless when that one thing wont work or generalists capable of doing many things without really shining. These classes can rarely resolve an encounter with a single ability unless it is a high tailored encounter. This tier includes:

Antipaladin

Barbarian

(Chained)

Barbarian

(Unchained)

Brawler

Fighter

Kineticist

(Optimized)

D Tier

Medium

(Without Archmage or Hierophant)

Ninja

Paladin

Ranger

Slayer

Vigilante

D Tier

These classes are capable of doing one thing and even then, its often done better by other classes or they are so unfocused that they can hardly contribute to any encounter. These classes include:

Cavalier

Gunslinger

Kineticist

(Blaster)

Monk

(Chained)

Rogue

(Chained)

Samurai

Shifter

Swashbuckler

Arcanist

(S Tier)

Enora is Pathfinder's iconic halfling Arcanist. The Arcanist is a class that manages to be both easy to play and fun to play. One of Pathfinders many Hybrid Classes the Arcanist combines a Wizards spell list with a Sorcerers ability to spontaneously cast.

Arcanist Strengths:

Very easy to play.

Large spell list.

Prepare your spells daily, then cast them spontaneously.

Many Arcanist Exploits are quite powerful.

Arcanist Weaknesses:

One level delay on spell-levels.

Worse than a wizard at odd numbered levels.

Cleric

(S Tier)

Kyra is Pathfinder's iconic human Cleric (of Saranrae). Boasting one of the most versatile spell lists in the game and not having to worry about spell failure, the Cleric is one of Pathfinders greatest multitools. Armed with offensive, defensive, and healing spells (all with the option to change your allotment every morning) and with a natural hardiness that lets them wade into melee, there are few problems a Cleric cant solve.

Cleric Strengths:

Spontaneous casting of healing spells.

Access to medium armor.

A versatile spell list.

Cleric Weaknesses:

Druid

(S Tier)

Lin is Pathfinder's iconic gnome Druid. If one were to only take into account only their unique and well-rounded spell list the Druid would already be quite the formidable class however, when you add in both an Animal Companion and Wild Shape Druids become something else entirely. Between their full casting, their Animal Companion, and the unparalleled versatility of Wild Shape a Druid is capable of fulfilling all the roles of a full party single- handedly.

Druid Strengths:

High unparalleled versatility.

An incredibly strong spell list.

An Animal Companion.

Druid Weaknesses:

Generally speaking, playing a Druid requires a lot of bookkeeping.

Shaman

(S Tier)

Shardra Gelt is Pathfinder's iconic dwarf Shaman. She's also canonically transgendered, Pathfinder's first iconic character to be so. The Shaman is a very interesting class, gaining a varied allotment of spells and abilities that evoke both the Druid and the Witch. Shaman is another of Pathfinders Hybrid Classes and it is a somewhat strange hybrid indeed. Combining the inclination towards debuffing and much of the flavor of the Witch with the spontaneous divine casting of the Oracle the Shaman both fits a specific niche and is capable of being a solid generalist.

Shaman Strengths:

Access to unique and powerful Hexes alongside some of the standard Witch Hexes.

Remarkable versatility through both the Wandering Spirit and Wandering Hex class features.

Shaman Weaknesses:

At higher levels, the Shaman tends to suffer from a lot of bookkeeping.

Tends to be outshone by Druids.

Witch

(S Tier)

Feiya is Pathfinder's iconic human Witch, her fox's name is Daji. The Witch gets a wide array of amazing spells from the Cleric, Druid, and Wizard spell lists; which can be even further supplemented by their Patron Spells. On top of this the Hex class feature, while it does include some duds, features many options that range from good to great.

Witch Strengths:

A highly varied spell lists.

Several Hexes (i.e. Slumber, Cackle, and Evil Eye) can be game breaking at low-to-mid level play.

Witch Weaknesses:

While many Hexes are good just as many, if not more, are mediocre at best.

The Witches Patron Familiar is much more vulnerable than the options used by classes with a similar mechanic such as Shaman or Wizard.

Wizard

(S Tier)

Ezren is Pathfinder's iconic human Wizard. If you take a look at the Wizards spell list it is pretty clear why they are in S Tier. Wizards have, pretty objectively, the best spell list in the game; they quite literally have spells that can do anything that is needed. This sheer versatility is why many consider Wizard to be not only S Tier, but the single best class in the game.

Wizard Strengths:

Unparalleled versatility.

Their bonus Scribe Scroll feat allows for stockpiling of situational spells.

Wizard Weaknesses:

At low levels, you will need to carefully manage your spell slots, lest you need to resort to the crossbow of shame.

The occasional anti-magic field or golem may cause difficulties if not prepared for ahead of time.

Oracle

(A Tier)

Alahazra is Pathfinder's iconic human Oracle. Much like the Sorcerer (which well cover later) the Oracle sticks to what defines an A Tier class almost to the letter. They have a very powerful spell list (drawing from the same pool as the Cleric, with additional Oracle exclusive spells) but the fact that the Oracle must lock into their choices makes them lose the flexibility that makes Clerics as good as they are.

A well-planned Oracle that takes full advantage of their Mystery and Curse class features can gain a lot of flexibility, possibly even enough to bump them up to S Tier; but it takes a lot more work and system mastery to make an Oracle S Tier than it does to make a Cleric S Tier.

Oracle Strengths:

The Mystery and Curse class features allow a surprising amount of creative control when making a character.

Access to an amazing spell list.

Oracle Weaknesses:

Lacks the flexibility of the Cleric.

Gains spell slots one level later than Clerics.

Psychic

(A Tier)

Rivani is Pathfinder's iconic human Psychic. The Psychic is the Occult Magic equivalent of the Sorcerer and Oracle. However, the Psychic doesnt (at the time of writing this) have access to the multitude of options that allow the Oracle and Sorcerer to occasionally cross the line into S Tier, firmly planting Psychic as an A Tier class.

Psychic Strengths:

Access to a very unique spell list.

Phrenic Amplifications and Disciplines allow for a fair amount of variable building options.

Psychic Weaknesses:

Being relatively new, the Psychic is lacking options compared to many other classes.

Like all the Occult Casters any encounter in which Fear conditions are involved can be quite problematic.

Sorcerer

(A Tier)

Seoni is Pathfinder's iconic human Sorcerer. Much like the Oracle (which we covered earlier) the Sorcerer takes what it means to be an A Tier class and runs with it. A Sorcerer has access to all the raw power of a Wizard, but must lock in their spells with only a few options to make changes. That being said, a well-planned Sorcerer that takes full advantage of their Bloodline class feature and items such as Mnemonic Vestments can bridge the gap and cross into S Tier.

Sorcerer Strengths:

The Bloodline class feature allows for a lot of variety in character creation.

Access to one of, if not the, best spell lists in the game.

Sorcerer Weaknesses:

Gain spell slots one level later than Wizards.

Summoner

(Chained)

A Tier

Balazar is Pathfinder's iconic gnome Summoner, his Eidolon's name is Padrig. The Summoner (Chained) is a unique entry here for quite a few reasons, the most notable being that it only ever gets 6th-level spells. However, they get an Eidolon which is obscenely powerful, access to Summon Monster IX, and many of their spells (despite being 5th and 6th-level spells for the Summoner) are higher-level spells for other classes; allowing the Summoner to have access to spells other 6th-level caster never even dream of and allowing for discounted crafting for high- level magic items.

Summoner Strengths:

Early access to powerful spells.

The (Chained) Eidolon is quite easily the most customizable companion class feature in the game. On top of that they snowball in power rapidly if even a modicum of optimization is applied.

Summoner Weaknesses:

Small spell list.

Few spells known.

Somewhat dependent on their Eidolon.

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One of the first decisions you have to make when creating a role-playing character is determining what class you want to play as. Your character's class can determine their skills, profession, and even elements of their personality. Although classes follow certain tropes and archetypes, there's still room for nearly infinite customization within each class. Players who want to create combat-heavy characters have a wealth of choices within the Pathfinder system. Take a look at these 10 deadliest classes, ranked from least to most powerful. Perhaps your next character will be a combat-heavy wizard, or even a torture specializing inquisitor. Updated by Kristy Ambrose on April 18th, 2021.

The demand for tabletop RPG continues to grow in these times that emphasize indoor activities, and RPG games of all genres and types are rapidly expanding. Pathfinder is one example, retaining its popularity by offering players a wider variety of classes than other RPG systems. It continues to expand with some alternative classes and homebrews coming up with new ideas for classes in this versatile D&D spinoff TTRPG. Theolyal and active fan base values the array of choices available for character creation -- especially when it comes to a diverse number of classes. We've added more possibilities to the list from this selection of unconventional creations.

18 Rogue - Great Stealth Combat Rogues have always been valued for their skills in the dungeon but they're a heavy-hitting combat class, too. Able to silently sneak up on unsuspecting foes, rogues can eliminate enemies in close combat. A high-level rogue deals an incredible 10d6 damage with their sneak attack. Combining that kind of damage output with the skills needed to successfully navigate a variety of adventuring scenarios makes the rogue a well-oiled killing machine. A spellcasting class that relies heavily on intellect, the Witch has to study and learn magical spells as the Wizard does. What makes the Witch unique is the Hex ability along with a wide variety of spells to choose from. This is an ideal choice for a versatile spellcaster who wants to do heavy damage but also wants options beyond spellcasting. Hexes are innate abilities as opposed to spellcasting, giving your character a lot of options beyond an already impressive repertoire of spells. This class derived from the Cavalier and has some of the same advantages when it comes to using a sword as well as exuding some charm and charisma. The Samurai is a class with high hit points and plenty of weapon skills, in particular exotic varieties, plus a high Face value depending on the Order you choose. Unlike the Cavalier, many of its most valuable abilities are not dependent on teamwork or mounted fighting, making it easier to play them alone or drop them into a pre-formed party. When facing an evil foe there are fewer classes more deadly than a Paladin. These mighty melee warriors are imbued with the power of the divine. Nothing is stronger than a fighter with the power of a god on their side. Though they stand on the side of good, they will not back down from confrontation if they feel their values are being challenged. Paladins also possess the ability to smite evil. The power of their chosen deity rains down upon a chosen enemy, regardless of that enemy's strength. As the Paladin increases in level, they gain the ability to smite multiple times per day making them an unstoppable force of good. The Alchemist is more than just a mad scientist. He's an explosive lobbing death machine that commands respect. If you'd like to play a character fascinated by scientific discovery and driven by madness, look no further. The Alchemist supports their party with a variety of concoctions and, as if that wasn't enough, they can also enhance their body with mutagens at high levels. An ideal choice if you're looking for melee combat without the magical angle, the Swashbuckler has class features like Finesse and Weapon Training. Dexterity is their primary ability and it can also apply to damage under certain circumstances. It's not just a damage class either, as using certain feats can also make it ideal for Defense. The Swashbuckler also gets access to a selection of Deeds, similar to the Gunslinger, along with the ability to use Feats that are usually limited to Fighters. Not necessarily of an Evil alignment, but that is one way you could play this, perhaps with a redemption arc and or return to the Light, but maybe not. The real goal here is to trade any healing powers for damage, and that can get pretty nasty, especially if you are playing a character that's fallen from grace and has few moral boundaries left. A player like this could be the villain of the story, as Antipaladins don't usually travel with a party that they can't control or completely subjugate. In the end, that's up to the DM. Many spellcaster classes are automatically thought of as melee support. Doing so underestimates the ability of a well-trained Wizard proficient with combat spells. Even the wizard's lower power spells, like Magic Missile, can be extremely helpful. For example, some spells have no chance of missing their target. This guaranteed damage can be a game-changer in some combat situations. A wizard with great knowledge of monsters can also summon an exact replica of any beast that he's familiar with. Art via Palzo Inc. A Druid cannot only control the plants and Earth around them but they also form deep connections with animals. When they can't rely on their own strength in battle, they call to their beast brethren. Having fangs and claws at their disposal makes them a powerful force to be reckoned with. Spellcasting is a key component of the druid class. Depending on which school a character chooses, a Druid has many powerful and deadly spells at their disposal. A derivative of the Rogue class, this character is more like a Scout but can also function as a Striker or the party's Face. Essentially this is the character that has to lead a double life, like the classic heroes of literature or modern figures from comic books. It's precisely this versatility that makes them so lethal, as other NPCs or even fellow players may not suspect them. This can take a number of different forms, like the popular socialite who hunts villains by night or the Robin Hood-type figure that robs the rich and gives the spoils to the poor. Bear in mind that the Vigilante doesn't have to be benevolent, either.

Pathfinder 2e best classes. Pathfinder 2e classes ranked. Pathfinder 2e classes tier. Pathfinder 2e remaster classes tier list. Pathfinder 2e classes.