

# Recommendations for New Players

## Class Ranking

1. Fighter
2. Barbarian
3. Rogue
4. Paladin
5. Monk
6. Cleric
7. Warlock
8. Druid
9. Ranger
10. Bard
11. Artificer
12. Wizard
13. Sorcerer

## Damage Type Ratings

Source:

[https://www.reddit.com/r/dndnext/comments/827ptf/comment/dv8jr2s/?utm\\_source=share&utm\\_medium=web2x&context=3](https://www.reddit.com/r/dndnext/comments/827ptf/comment/dv8jr2s/?utm_source=share&utm_medium=web2x&context=3)

Lower is better, formula is (resistances + 1.5\*immunities - vulnerabilities):

Type	Rating
acid	40.5
cold	72
fire	88
force	1.5
lightning	50
necrotic	27.5
poison	147.5
psychic	15
radiant	3
thunder	16
bludgeoning	4
slashing	9
piecing	10
nonmagical weapons	85.5
spells	1
magic weapons	1

To summarize:

- Poison is by far the worst.
- Next tier is fire, nonmagical weapons, and cold.
- Next tier is acid and lightning
- Next tier is necrotic, psychic, thunder, (magical) piercing and (magical) slashing.
- Finally, there's force, radiant, (magical) bludgeoning, spells and magic weapons.

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