

Utility (in & out of combat)

Can provide useful skills/effects aside from dealing damage or enhancing teammates

- Cleric - clerics have useful spells, but also have special abilities granted to them by their deity that can prove very useful abilities
- Druid - druids also have an arsenal of useful spells that differ from wizard spells, and they also have other abilities like Wild Shape that can come in extremely useful
- Wizard - with an arsenal of useful spells on hand, wizards can use spells for a huge variety of situations

Support

Can aid others in what they're doing by providing support, protection, or enhancement

- Bard - bards are fantastic at inspiring their teammates both in and out of combat, and disadvantaging the enemy
- Cleric - clerics have spells and abilities that can provide healing and protection to their fellow players.
- Sorcerer - there's a specific sub-class of sorcerer that can provide a great deal of support and healing to teammates

Avoiding Combat

Can provide alternatives to combat situations

- Bard - bards typically have a pretty high charisma, which means they can be good at persuading others.
- Druid - with the ability to Wild Shape into an animal, druids have an incredible ability to avoid situations by becoming something unnoticeable
- Rogue - rogues can usually sneak in and out of places without being noticed really well

High Bursts of Damage

Deals large amounts of damage in quick bursts

- Paladin - the paladin's ability to smite their foes deals an incredible amount of damage on a single hit
- Rogue - with their sneak attack feature, rogues can do incredible amounts of damage if they use the combat situation to their advantage.
- Sorcerer - of all the full casters, sorcerers have the ability to do incredible amounts of damage