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Symbol						
Name	Standard cleric	Standard druid	Auril	Azuth	Beshaba	Chauntea
Portfolio	Varies	Nature	Cold	Mages, energy	Mischief, bad luck, accidents	Agriculture
Alignment	Varies	Any N	NE	LN	CE	NG
Ability Requirements	Wis 9	Wis 12, Cha 15	Con 13, Wis 12	Wis 14, Int 13	Wis 10	Wis 12, Cha 15
Weapons Allowed	Any blunt	Club, sicle, dart, spear, dagger, scimitar, slings, staff	Any blunt, plus ice axe	As cleric	As cleric	Club, sicle, dart, spear, dagger, scimitar, slings, staff
Armor Allowed	Any	Any natural	Max chain mail and shield	None	Any	Any natural
Magical Items Allowed			As cleric	As cleric and wizard	As cleric	
Major Spheres	All, astral, charm, combat, creation, divination, healing, necromantic, protection, summoning, sun	All, animal, elemental, healing, plant, weather	All, animal, combat, divination, elemental (no fire-related), healing, necromantic, protection, weather	As cleric	All, astral, charm, combat, guardian, protection	All, animal, elemental, healing, plant, weather
Minor Spheres	Elemental	Divination	Guardian, creation	As cleric	Summoning, creation, divination	Divination

Symbol						
Name	Cyrlic	Deneir	Eldath	Gond	Helm	Ilmater
Portfolio	Death, murder, the dead, strife, tyranny, lies	Literature, art	Peace, pools, springs, druid groves	Artifice, craft, construction	Guardians, protection	Endurance, suffering
Alignment	NE	NG	N	N	LN	LG
Ability Requirements	Wis 13, Int 13	Wis 15, Int 15	Cha 13, Wis 14	Wis 14, Int 14, Dex 14	Str 14, Wis 13	Con 14, Wis 12
Weapons Allowed	As cleric, plus long sword	As cleric, but only one-handed	Restricted use of staff, club, stones, slings	As cleric	As cleric	As cleric, plus scourge
Armor Allowed	Any	Banded mail, no shield	None	Any, but no shield	Any	None
Magical Items Allowed	As cleric	As cleric	As cleric, but may not cause harm to others	As cleric, plus staves, wands and rods	As clerics, plus <i>crystal ball</i>	As clerics
Major Spheres	All, astral, charm, combat, guardian, healing, necromantic, summoning, sun, weather	All, astral, combat, creation, divination, elemental, guardian, healing, protection, summoning	All, astral, charm, divination, elemental (water only), healing, protection, sun	All, astral, combat, divination, elemental, protection, sun	All, astral, combat, divination, guardian, protection, sun	All, charm, creation, guardian, healing, necromantic, protection
Minor Spheres	Divination, elemental, protection	Animal, plant, sun, weather	Animal, plant	Charm, guardian, healing	Creation, elemental, healing	Combat, elemental, summoning, sun, weather

Symbol						
Name	Lathander	Leira	Lliira	Loviatar	Malar	Mask
Portfolio	Spring, dawn, birth, renewal	Deception, illusion	Joy, happiness, dance, festivals	Pain, hurt, torture	Hunters, beasts, blood	Thieves, intrigue
Alignment	NG	CN	CG	LE	CE	NE
Ability Requirements	Cha 12, Wis 14	Wis 14, Int 12, Dex 11	Cha 13, Wis 13	Con 15, Wis 15	Str 13, Wis 12	Wis 14, Dex 14
Weapons Allowed	As cleric	As cleric	Lasso, net, bludgeoning weapons in extreme circumstances	As cleric, plus whip and scourge	As cleric, plus "claw of Malar". No missile weapons	As cleric, plus knife
Armor Allowed	Any	Any, but negates spellcasting ability	Any	Ceremonial scale mail and shield only	Any	Leather, padded leather, studded leather No shield
Magical Items Allowed	As cleric	As cleric, plus wizardly illusion-related items	As cleric	As cleric	As cleric	As cleric, plus items reserved for thieves
Major Spheres	All, astral, charm, creation, elemental, healing, plant, sun, weather	All, astral, charm, creation, divination, healing, protection, summoning, weather	All, animal, charm, creation, elemental, healing, necromantic, protection, sun, weather	All, charm, combat, elemental, healing, necromantic, sun	All, animal, combat, healing, plant, summoning, sun, weather	All, astral, charm, combat, divination, guardian, healing, protection, sun
Minor Spheres	Combat, divination, guardian	Combat, elemental, guardian, necromantic	Divination, plant, summoning	Animal, divination, guardian, summoning, weather	Divination, elemental, protection	Elemental, necromantic, summoning, weather

Symbol						
Name	Mielikki	Milil	Mystra	Oghma	Selune	Shar
Portfolio	Forests, rangers, dryads	Poetry, song	Magic	Knowledge, bards	Moon, stars, navigation	Darkness, night, loss
Alignment	NG	NG	NG	N	CG	NE
Ability Requirements	As ranger	Wis 14, Int 13, Cha 14	Wis 12, Int 14	Wis 14, Int 12	Wis 14, Con 12	Str 14, Wis 12
Weapons Allowed	As ranger	As cleric	As cleric	As cleric	As cleric, plus special	As cleric
Armor Allowed	As ranger	Any	Any	Banded mail, no shield	Any	Chainmail and shield
Magical Items Allowed	As ranger	As cleric	As cleric and wizard, except scrolls	As cleric	As cleric	As cleric
Major Spheres	As ranger	All, astral, charm, creation, divination, guardian, healing, necromantic, protection, summoning	All, astral, charm, combat, creation, divination, elemental, guardian, healing, necromantic, protection, summoning	All, astral, combat, charm, divination, elemental, healing, protection, summoning	All, animal, astral, combat, divination, guardian, healing, necromantic, summoning, sun, weather	All, astral, charm, combat, divination (reverse only), guardian, necromantic, protection, sun
Minor Spheres	As ranger	Elemental, sun, weather	Animal, plant, sun, weather	Guardian, necromantic, sun	Charm, elemental, plant	Creation, elemental, healing

Symbol						
Name	Sune	Talona	Talos	Tempus	Torm	Tymora
Portfolio	Beauty, love, passion	Disease, poison	Storms, destruction	War	Duty, loyalty, obedience	Adventurers, skill, good fortune
Alignment	CG	CE	CE	CN	LG	CG
Ability Requirements	Wis 12, Cha 16	Wis 14, Con 14	Str 13, Wis 14	Str 14, Wis 12	Wis 15, Con 12	Wis 15, Dex 14
Weapons Allowed	As cleric, plus darts	As cleric, plus ceremonial dagger	As cleric, plus javelin	As cleric, plus spiked glove and weapon of choice	As cleric	As cleric
Armor Allowed	Any	Any	Any	Any	Any	Any
Magical Items Allowed	As cleric	As cleric	As cleric, plus magical javelins	As cleric, plus chosen weapon	As cleric	As cleric
Major Spheres	All, astral, charm, creation, divination, guardian, healing, protection, sun	Astral, combat, divination, guardian, healing, necromantic, summoning	All, animal, astral, combat, elemental, healing, necromantic, summoning, sun, weather	Animal, combat, divination, elemental, healing, necromantic, protection, weather	All, astral, combat, divination, guardian, healing, protection, summoning, sun	All, charm, creation, divination, healing, necromantic, protection, summoning
Minor Spheres	Combat, elemental, necromantic, summoning	All, charm, protection	Creation, divination, protection	All, guardian, summoning, sun	Charm, elemental, necromantic, weather	Guardian, sun, weather

Symbol						
Name	Tyr	Umberlee	Waukeen	Bane	Bhaal	Myrkul
Portfolio	Justice	Ocean, waves, sea winds	Trade, money, wealth	Strife, hatred, tyranny	Death	The dead, decay, corruption, dusk
Alignment	LG	CE	N	LE	LE	NE
Ability Requirements	Wis 9	Wis 13, Con 15	Wis 14, Int 12, Cha 12	Wis 10, Str 12	Wis 14, Con 12	Wis 14, Int 14, Str 14
Weapons Allowed	This faith supports standard clerics only	As cleric, plus trident and harpoon	As cleric	As cleric, except missiles, plus javelin	As cleric, plus all piercing weapons	As cleric
Armor Allowed		Leather and shield	Any	Any	Chainmail, no shield	Any
Magical Items Allowed		As cleric	As cleric	As cleric	As cleric, plus piercing weapons	As cleric
Major Spheres		All, combat, creation, elemental (water-based only), healing, necromantic, summoning, weather	Astral, charm, creation, divination, guardian, healing, necromantic, protection, weather	All, combat, divination, elemental, guardian, healing, necromantic, summoning	All, astral, charm, combat, elemental, healing, necromantic, summoning	All, combat, guardian, healing, necromantic, summoning
Minor Spheres		Animal, charm, elemental (other aspects), guardian, protection, sun	All, elemental, summoning, sun	Creation, sun (reverse only)	Divination, creation, guardian	Charm, divination, elemental