

# PF2 Cleric Guide

[PF2 Expected Damage Tool Guide](#)

[Really cool tool I made to compare expected damage. will be updated](#)

Click "run", the guide for how to use it is linked above

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## Introduction

A very powerful class, but limited in what it can do. Great with healing and against Fiends/Undead, but limited compared to other spellcasters. They gain most of their power from their Wisdom based prepared spellcasting and their Charisma based pool of top level Heal/Harm spells. The divine spell list has a lot of situational spells that you might not know when to prepare, but at least when they do know they have access to all the common spells on their list. The alignment of their deity is also very important, that determines what damage types many of their spells have access to. Generally the expectation is heroes fighting evil foes, so only Good damage is really useful and good deities have a large advantage for casting focused clerics in granting that.

They are the class that is the most dependent on having multiple high ability scores, needing high Dex, Wis, and Cha for the full potential of a Cloistered Cleric. Warpriests are also very dependent on multiple high scores if they want to use weapons, less so if they focus on being a support caster. Clerics who have a Harm generating divine font are much less effective, unless they are necromancers, because Heal/Harm are much better for healing than damage. But at least that means there's less pressure on your ability scores.

## Scale

Exceptional: Probably overpowered.

Great: a great ability, one of the best choices in pf2.

Good: a stronger than normal choice.

Okay/normal: a fine ability. Doesn't stand out or maybe is good but a little situational.

Not good: Not something that is good, but not necessarily bad. Maybe something very situational that won't come up often

Bad: underpowered. Maybe you can build around it, but most of the time it's a bad choice and is best to avoid.

# Build Directions and Ability Scores

The two doctrines Cloistered Cleric and Warpriest can lead to very different characters, and within each doctrine the Cleric wants to focus on more ability scores than it is possible to all max so choices have to be made. The main choice comes down to which two of three ability scores to max: strength, wisdom or charisma for Warpriests and dexterity, wisdom or charisma for Cloistered Clerics.

Ability Score Format: Str Dex Con Int Wis Cha

**Strength Charisma Warpriest:** A great choice. Does decently in combat and can provide lots of heals. Still wants to boost wisdom when they level, but lives with a worse spell DC by using support spells instead of offensive ones. Will suffer from the lower wisdom with things like dispelling, but the best choice for low levels.

Example: 16 12 10 10 14 16

**Strength Wisdom Warpriest:** Does well in melee and a little better at casting. For many levels their spell casting proficiency is equal to that of a Cloistered Cleric so they can still cast quite effectively. A good choice if your deity only provides Harm and you don't want to be a necromancer.

Example: 16 12 10 10 18 12

**Wisdom Charisma Warpriest:** Also possible, can still cast well, has lots of healing, and more survivable than a Cloistered Cleric. For many levels their spell casting proficiency is equal to that of a Cloistered Cleric so they can still cast quite effectively.

Example: 10 12 12 10 18 16

**Dexterity Wisdom Cloistered Cleric:** A good option for an offensive focused Cleric. Sacrifices healing for better AC. A good choice if your deity only provides Harm and you don't want to be a necromancer.

Example: 10 16 12 10 18 12

**Wisdom Charisma Cloistered Cleric:** Sacrifice defense for great casting ability. Can use the Clerics great offensive spells well and also has lots of spell slots for healing. AC will be very low so be careful. Can take armor proficiency feats and retrain them when proficiency increases to expert at level 13.

Example: 10 12 12 10 18 16

**Dexterity Charisma Cloistered Cleric:** Also a possibility, sacrifice magical ability for more survivability in dexterity and healing with charisma. Also able to use ranged weapons decently to compensate for worse cantrips.

Example: 10 16 12 10 14 16

## Basics

### Ability Scores

**Strength:** The cleric has more pressing needs so it's best to have this as low as possible. But if you really want to make a melee cleric you need to max this and sacrifice this or wisdom. Also 14 Str is needed to take the Champion multiclass Archetype, which is a good way to improve a Cloistered Cleric's AC.

**Dexterity:** Warpriests would like this to be 12 at least by level 10. A Cloistered cleric wants 20, but will have to take whatever is left. A good way for them to remove the need of Dex is to MC Champion.

**Constitution:** A very powerful stat, but you shouldn't have too many boosts to spare. 12 is good.

**Intelligence:** The cleric has more pressing needs so it's best to have this as low as possible.

**Wisdom:** A very powerful stat on its own, and it also determines your save DCs. Best to have at 18, but some builds need to sacrifice.

**Charisma:** Does nothing on its own, but each point gives you an extra max level spell. Best to have at 16. But if you really want to make a melee cleric you have to sacrifice this or wisdom.

If you are playing levels 5-9, 15-19 you can choose different starting values to be most effective at those levels, but that is because the ability score system is flawed and it feels dirty and dishonest to me to do that, so all recommendations will be assuming starting at 1.

### Ancestries

Any ancestry can make a decent cleric, but you don't want to choose one with a flaw to ability scores you want to emphasize. Halfling and Lizardfolk ability score boosts are well suited to making Cloistered Clerics and Warpriests respectively.

### Backgrounds

It's best to choose a background that boosts one of the two ability scores you want to emphasize.

## Class features

**Initial Proficiencies:** Pretty bad, no armor, one expert save and just simple weapons. You also get the favored weapon of your deity, which is very important if you're making a cleric that wants to use weapon strikes.

**Deity:** Gives access to some extra spells to your list and determines what damage types you can use for some spells. Also comes with anathema, but they aren't nearly as bad as some of the Druid or Champion ones.

**Divine Spellcasting:** The source of half of your power, 3 spells per spell level. You know them all, but have to prepare which ones you want to use and how many each day. The Divine spell list has healing spells and good offensive spells against Undead or Fiends.

**Divine Font:** Very powerful. The other half of your power, no other class has access to nearly as many max level spells. Great as a single target heal, also can work as an AoE heal and damage effect while fighting Fiends or Undead.

**Doctrine:** Cloistered Cleric is more casting focused and gets better spell casting proficiency, while Warpriest gets access to better armor.

## Cloistered Cleric

Fragile but powerful. Gets no armor proficiency increases, but gets legendary spell casting. Usually a better choice at high levels because of the higher spell proficiency, more ability score increases available to boost dexterity for AC, and warpriest weapon damage falling behind past level 10.

**First doctrine:** A domain spell. Best to look these over, a lot aren't very good, but some have quite nice in combat or out of combat effects.

**Second doctrine:** Expert fortitude.

**Third doctrine:** Get expert spell casting at the same time as other casters.

**Fourth doctrine:** Expert in just your favored weapon. Not too bad, you probably don't use weapons, but if you do there are some nice favored weapons your deity might grant.

**Fifth doctrine:** Get master spell casting when other casters get it.

**Sixth doctrine:** Get legendary spell casting when other casters get it.

## Warpriest

More defensive. Gets better armor and fortitude proficiencies. Also gets earlier access to expert in their deities favored weapon, but that's just levels 7-10. Gets worse casting proficiency than other casters. I think it's better for casting focused clerics until level 7, because the armor is better than a domain power or a first level feat.

**First doctrine:** Great benefits, medium armor and expert fortitude is a great to have at early levels. Better than what the cloistered cleric gets.

**Second doctrine:** Martial weapons are nice when you get them, but they never go to expert so you should count on using your deities favored weapon.

**Third doctrine:** Earlier access to expert in your deities favored weapon. Obviously great if you want to invest in using a weapon, but also ignorable as a support caster.

**Fourth doctrine:** Expert in spell casting, so your equal with a cloistered cleric for levels 11-14.

**Fifth doctrine:** Master fortitude with success to critical success conversion. Great defensive benefit. If you aren't an offensive caster this is probably better than master spell casting.

## Class feats

### Level 1

**Deadly Simplicity:** You probably shouldn't choose this, mostly exists so Warpriests can get it for free.

**Domain Initiate:** Gives a domain spell(power) and *should(but probably doesn't, needs FAQ)* increase your focus pool by 1. Powers vary widely in usefulness so check the Powers section of this guide. You get the most benefit the first time you get a power, because it doesn't need to compete with your other powers for your focus points.

**Harming Hands:** Good for necromancers.

**Healing Hands:** Great. A small increase in power, but for probably your most commonly used spell. Really helps a lot when you're facing undead and you use it to heal and harm.

**Holy Castigation:** I like it, but obviously situational. Means you don't have to worry about healing them too.

**Reach Spell:** Really useful to have. Most useful with touch spells that have multiple targets.

## Level 2

**Cantrip Expansion:** Not so good. A multiclass dedication can get you this and more, and there aren't too many cantrips that it's worth missing out on better class feats.

**Communal Healing:** A small benefit, but it might come up a decent amount. Worth taking if you want to completely focus on healing, but definitely skippable.

**Emblazon Armament:** Lets you use 3 action Heal with a sword and shield. Also adds to damage or shield hardness. Really good for a Warpriest, a Cloistered Cleric probably has better things to take.

**Sap Life:** Pretty bad, Harm is not a good damage spell.

**Turn Undead:** Decent, but situational. If you will be facing a lot of undead it is nice even if not too likely to occur. Uncertain if Holy Castigation makes it apply to Fiends. Probably not, but maybe check with your GM.

**Versatile Font:** Has some use if you want to heal your undead minions and the party. Not too flexible because you have to know how much of each you'll want.

## Level 4

**Channel Smite:** Not worth taking. Much better to use Heal/Harm for healing. If you want to use Harm for damage just use it, using Channel Smite means you miss out on the half damage if they save, and Harm doesn't have the attack trait so it doesn't affect your subsequent attacks. Can out damage a fighter if used with true strike, but so does casting harm a bunch instead. If making a melee warpriest with a Harm font I would max Wisdom and just cast harm normally.

**Command Undead:** Great, you don't have to use your high level Harms either, works just as well with a level 1 Harm prepared in your spell slots. But how often will you encounter suitable undead.

**Directed Channel:** Might be useful sometimes.

**Improved Communal Healing:** Lets you give other people the healing. I like it, but it's not doing much, so like the first feat it's definitely skippable.

**Necrotic Infusion:** Not very good if you're using it with undead minions, because they only have two actions and are lower level so they have a worse attack bonus, but if your party members were undead this could be something nice.

## Level 6

**Cast Down:** They fall prone as long as they don't critically succeed. Would be nice if Heal/Harm were worth using offensively. Still is good for a Harm channeling Warpriest as an almost guaranteed two action prone.

**Divine Weapon:** I don't like this, but it does have use. The damage doesn't scale, but you probably will be casting more spells at higher levels.

**Selective Energy:** I don't think it's too useful. The two action version of Heal is usually best, and if you use the three action version it's probably against Undead or Fiends who won't be healed anyway.

**Steady Spellcasting:** Gives you a 30% chance to keep the spell, disruption usually happens just on a critical. Too random for me to like.

## Level 8

**Advanced Domain:** Grants an advanced domain spell(power) and a focus point. They vary a lot in usefulness so check the Powers section.

**Align Armament:** For clerics with good deities. A great buff to give a martial in the party. Works very well if fighting Fiends. If there's no one else in the party who can use it better you can give it to yourself, but that's much worse than giving it to a specialized combatant because you have less actions to use it with and a lower attack bonus.

**Channeled Succor:** I really like this, gives you a huge amount of flexibility in not needing to prepare those spells. I feel like this is very powerful, but if you've already invested a lot in Heal you might feel hesitant to take this. In that case you could still have your normal slots filled with Heal and keep the flexibility of divine font being able to cast all these spells in case you need them. But these spells might not be needed immediately too much in your campaign, in which case you could just wait a day to prepare them instead.

**Cremate Undead:** Really nice, a decent amount of persistent damage that you get for free and applies to almost all undead in 30ft(they still take damage on a successful save). Uncertain if Holy Castigation makes it apply to Fiends. Check with your GM.

**Emblazon Energy:** Adds a little bit of damage or energy resistance. Best if you have the Destruction, Fire, or Moon domains as those are the only ones with spells with the applicable traits. Without those I wouldn't take it.

## Level 10

**Castigating Weapon:** Really bad. If you're damaging Fiends you should be using the 3 action version of Heal which means you don't have too many actions to attack with. Just much more situational and worse than Divine Weapon.

**Heroic Recovery:** It's okay. The bonuses are nice but they take an action you might need. Make sure there aren't other sources of status bonuses they might conflict with.

**Improved Command Undead:** Really nice for getting minions, but still questionable how often you'll encounter them. Super powerful when you do.

**Replenishment of War:** Free easy to get source of a decent amount of temp hp every turn.

## Level 12

**Defensive Recovery:** Good. I think it's quite better than Heroic Recovery as long as their aren't conflicting bonuses. The bonuses apply to everyone and are quite good.

**Domain Focus:** This is when you have a lot of spell slots so you might not be using domain spells too much, but if you have one you want to use twice an encounter this is a great feat.

**Emblazon Antimagic:** Actually pretty cool and useful. You can use it a lot differently from the normal Emblazon Symbol, so it might not be a good fit for a normal Warpriest.

**Shared Replenishment:** Definitely nice, but they only last one turn and it isn't too often you'll be hitting more than once a turn.

## Level 14

**Deity's Protection:** It's a good amount of resistance, but only useful if you have a domain spell you'll use often. Best with a one action spell you'll use often and the feats to regenerate more focus points between encounters.

**Extend Armament Alignment:** Really saves a lot of actions and means you don't need to be next to the martial you apply it to after the first turn.

**Fast Channel:** Great. If you face Undead or Fiends a lot this is very powerful. Otherwise it's not nearly as useful, because two action channel is usually your best bet.



**Swift Banishment:** Okay if you want to be good against Fiends. You can use this with a hit with Searing Light.

## Level 16

**Eternal Bane:** Nice free debuff, not as good if you aren't in melee.

**Eternal Blessing:** Really great. Free +1 all the time for you and close allies. Check what other sources of status bonuses your party has though.

**Resurrectionist:** Pretty good free healing.

## Level 18

**Domain Wellspring:** Well if you have one you want to use twice an encounter you would probably like it 3 times an encounter as well, but at this level you have even more spells and competition for your feats. Works well with Deity's Protection.

**Echoing Channel:** A great amount of free healing, but mind the positioning and action requirements. Still it's definitely good.

**Improved Swift Banishment:** Really nice in that you don't have to prepare the spell. If you really want to send Fiends home.

## Level 20

**Avatar's Audience:** A lot of really cool roleplaying implications.

**Maker of Miracles:** Definitely good, another top level spell slot is always great.

**Metamagic Channel:** If you have a lot of the metamagic feats you want to use with Heal/Harm this is really amazing, saving you many actions. If you aren't invested in those definitely pass on this for a different level 20 feat though.

## Domain Spells

### Ambition

**Blind Ambition:** I don't like it. A small buff to your attempts to influence the target, but you have to be able to cast a spell on them without causing any issues.

**Competitive Edge:** Okay. It takes an action every round and the bonus probably isn't worth that, it's not bad though. Clerics don't have the feat to get a free sustain a spell action every round. It increases to +2 when you get constant bless.

## Air

**Pushing Gust:**

**Disperse into Air:** Decent, lets you avoid any followup attacks or abilities like grab.

## Cities

**Face in the Crowd:**

**Pulse of the City:**

## Confidence

**Veil of Confidence:**

**Delusional Pride:** Very minor debuff. Only good if facing something with lots of attacks.

## Creation

**Splash of Art:**

**Artistic Flourish:** Somewhat useful out of combat. Mostly useful as an item bonus to a skill check, it lasts 10 minutes and you can recover the focus point in that time. The item bonuses come just 2 levels later than you could get them with items normally.

## Darkness

**Cloak of Shadow:** Not good. Concealment against those without low light vision or dark vision for one action seems nice. Unfortunately that's almost everyone. Good if you are facing human enemies.

**Darkened Eyes:** Actually probably good in the right situation. If you are fighting an enemy in darkness this is Blindness without an incapacitation tag.

## Death

**Death's Call:** It's okay to good, it will always come up and only takes a reaction. The temp hp amount is actually good when destroying undead, so this power is good/great when you face them.

**Eradicate Undeath:** Good situational damage. If you'll be facing lots of undead this is great.

## Destruction

**Cry of Destruction:** Okay to good. Good damage, but positioning should be hard. Good for a melee cleric with high strength and wisdom. If you take this emblazon energy becomes 1d6 instead of 1d4.

**Destructive Aura:** I don't like it, such a short range and there's a decent chance you might want to keep your resistances too.

## Dreams

**Sweet Dream:**

**Dreamer's Call:** Decent. Flat footed, but just until the end of their turn, even if they save. If they fail they waste maybe two actions.

## Earth

**Hurtling Stone:**

**Localized Quake:**

## Family

**Soothing Words:**

**Unity:**

## Fate

**Read Fate:**

**Tempt Fate:**

## Fire

**Fire Ray:** Okay. The damage is okay, at level 1 the same as a cantrip. Gives you a damage effect in a class lacking them.

**Flame Barrier:** Okay. It is a reaction so it's definitely worth having. In a fight either this or the level 1 power will be useful so it's good to have.

## Freedom

**Unimpeded Stride:**

**Word of Freedom:**

## Healing

**Healer's Blessing:**

**Rebuke Death:**

## Indulgence

**Overstuff:**

**Take its Course:**

## Knowledge

**Scholarly Recollection:**

**Know the Enemy:**

## Luck

**Bit of Luck:** Not very good. Two actions and a short duration. It's a nice effect, but not worth casting in combat, and it's hard to know when you'll have to save outside of combat.

**Lucky Break:**

## Magic

**Magic's Vessel:**

**Mystic Beacon:**

## Might

**Athletic Rush:** Okay. Pretty similar to Agile Feet, will save an action sometimes. Also might help with a grapple.

**Enduring Might:** Okay to good. Nice to have and it will always be useful. Unclear if it applies to each damage type in an attack with multiple damage types, that would help some.

## Moon

**Moonbeam:**

**Touch of the Moon:**

## Nature

**Vibrant Thorns:**

**Nature's Bounty:**

## Nightmares

**Waking Nightmare:**

**Shared Nightmare:**

## Pain

**Savor the Sting:**

**Retributive Pain:**

## Passion

**Charming Touch:** Good, but could find you attractive seems very GM dependent.

**Captivating Adoration:** Okay. Fascinates a large area.

## Perfection

**Perfected Mind:**

**Perfected Form:**

## Protection

**Protector's Sacrifice:**

**Protector's Sphere:**

## Secrecy

**Forced Quiet:** Pretty niche. Might be situationally useful.

**Safeguard Secret:**

## Sun

**Dazzling Flash:** Like everyone says, it's good. Contender for best Cleric focus power, dazzled is 20% miss chance for most things. But it needs a material component, so be careful what's in your hands.

**Positive Luminance:**

## Travel

**Agile Feet:** It's okay, a small boost to speed and ignore difficult terrain for one turn. Since you move as part of the action it is definitely worth using, but it probably won't come up too often.

**Traveler's Transit:**

## Trickery

**Sudden Shift:**

**Trickster's Twin:**

## Truth

**Word of Truth:**

**Glimpse the Truth:** Well

## Tyranny

**Touch of Obedience:**

**Commanding Lash:** Good, single action probably wastes two of the targets actions.

## Undeath

**Touch of Undeath:**

**Malignant Sustenance:**

## Water

**Tidal Surge:**

**Downpour:** Very situational.

## Wealth

**Appearance of Wealth:** Pretty bad. Can fascinate creatures in a 25 foot burst, but the range is so short, you have to sustain it, and any hostile acts by anyone ends it. Maybe useful to distract someone while someone else steals something.

**Precious Metals:**

## Zeal

**Weapon Surge:**

**Prepare for Battle:**

# Deities

It's important to have a Good deity so spells like Divine Lance can deal Good damage, for a Cloistered Cleric especially as they're reliant on their spells. Ordinarily creatures only take damage from the opposite alignment, but you might want to house rule that away, in which case ignore this consideration.

Heal is also much better than Harm, unless you want to heal undead. So Deities with a Divine Font that can Heal are better off.

For a Warpriest the favored weapon is very important.

For domains Might is always a good choice for a Warpriest, but this is more important for a Cloistered Cleric who might want to look more closely at them.

Cloistered Clerics don't have too many good fitting choices, Warpriest fits with a lot more deities.

Cloistered Cleric Choices: Sarenrae is the best all around choice, but Desna and Erastil also seem fitting Good options. Nethys, Pharasma, Abadar, Calistra and Gozreh are fitting

Neutral choices, but really hurt by the lack of alignment damage. They might want to get a damage cantrip from another spell list.

Warpriest Choices: Iomedae, Torag, Cayden Cailean, Irori, Sarenrae, and Gozreh. all make good Good aligned Warpriests. Gorum, Gozreh, Irori and Torag are good choices for Neutrally aligned Warpriests.

## Abadar

Not a Good deity which worsens spell damage options. Nothing exceptional for domains. Very easy Edicts/Anthema. Not very good.

## Asmodeus

Makes for a good villain. Suits a Strength/Wisdom mace and shield Warpriest. Taking the Fire domain gives extra damage with emblazon energy.

## Calistira

Okay. Can heal and charm. The whip is a nice weapon to have, good for tripping at reach and you won't be doing much damage any way. I like the Passion domain.

## Cayden Cailean

Solid but not exceptional. The rapier is a decent weapon, but if you're making a warpriest you'll probably be going strength based which devalues it a little.

## Desna

Okay, nothing exceptional.

## Erastil

For archer clerics. True Strike is nice with Searing Light. I like the Domain.

## Gorum

Great for Warpriests, you get a greatsword and Heal. Might is also a solid domain option.

## Gozreh

Great for a Warpriest, tridents are a great weapon and the Nature domain works well. Neutral so lacking damage spells.

## Iomedae

Great for a Warpriest, longsword is a great weapon and Might is a good domain. Truth is also nice to have, and the granted spells are nice too.

## Irori

Actually a great choice for a Warpriest. 1d6 fists are a great weapon, gets good domains, and gets great spells like Haste.

## Lamashtu

Falchion is worse than a d12 weapon for a warpriest, but grants Heal which is rare for an evil deity.

## Nethys

Grants a lot of spells, but they don't make up for lacking damage options being a Neutral Deity.

## Norgorber

Works for evil Warpriests and Cloistered Clerics with a good weapon and nice granted spells. With the Death domain, strangely good against undead.

## Pharasma

Neutral so lacking Good damage. Death domain is great against undead and Phantasmal Killer is a great spell.

## Rovagug

Greataxe and Destruction domains make for a great Strength/Wisdom Warpriest. Lacks healing.

## Sarenrae

Best Cloistered Cleric choice. Sun is a great domain, and also grants access to Fire and Truth which are both decent. Fireball is a great granted spell.

## Shelyn

Don't like her at all. Favored weapon glaive would make for a good Warpriest, but the first edict is "be peaceful". Doesn't really fit with an adventurer. Domains and Spells are good, but I would never make a cleric that followed her.



## Torag

Warhammer is great for Warpriests. Probably for a Dwarf Cleric, which makes it hard to go strength/charisma based. Family is a good domain and Earth is good if going strength/wisdom.

## Urgathda

Themes fit a necromancer and scythe is a cool weapon, but nothing exceptional. Probably should go wisdom/charisma based and focus on undead.

## Zon-Kuthon

Interesting spells but a silly deity to follow.

# Spells

### [Divine Spell Guide](#)

Can't go wrong with prepping Heal. Before you get magic weapons Magic Weapon is great. If you'll be facing fiends or undead Searing Light and Holy Cascade are amazing. There's a lot of status restoration spells too, but it's hard to know what you'll need, which makes the feat Channel Succor nice to have.

# Builds

## Str Cha lomedae Warpriest

Level1

Ability scores:

Str 16

Dex 12

Con 10

Int 10

Wis 14

Cha 16

Equipment

Longsword

Shield

# Analysis