

Introduction

I've had a lot of requests for written versions of my builds, so I'm putting them together in a series of short guides. These are intended to be used more as reference sheets to be used alongside my full video build guides, and the links to any relevant content will be included.

As always, this guide is only ever meant to be used for ideas and inspiration for your own builds and playthroughs, and there's always room to make changes to suit your own style and needs.

Morgana Evelyn's Stealth Archer

5 Gloom Stalker / 4 Assassin / 2 Fighter / 1 War Cleric

Two attacks and online from level 3. There is no other class in the game that has such a strong start. Gloom Stalkers have complete control of Initiative and can nova every single fight in the game. Assassin allows guaranteed crits on a surprise round allowing us to do close to 1000 damage turn 1 and our Stealth Proficiencies combined with Greater Invisibility allows almost infinite attacks without detection.



Character Creation

Solo Distribution

The screenshot shows the character creation interface for solo mode. At the top, it says "Ability Points" and "Proficiency Bonus: +2". Below this is a grid for assigning points to six stats: Strength (8), Dexterity (17), Constitution (16), Intelligence (10), Wisdom (14), and Charisma (8). The grid includes columns for "Ability Points" (0), "Assign Bonus" (+2), and two empty columns. At the bottom are "Clear" and "Use Recommended" buttons, and a "Skill Proficiencies" section listing Sleight of Hand, Stealth, History, Medicine, Perception, Survival, and Intimidation with a "Change" button.

Party Distribution

The screenshot shows the character creation interface for party mode. It has the same layout as the solo version, with "Ability Points" and "Proficiency Bonus: +2" at the top. The stat distribution is identical: Strength (8), Dexterity (17), Constitution (14), Intelligence (10), Wisdom (16), and Charisma (8). The grid includes columns for "Ability Points" (0), "Assign Bonus" (+2), and two empty columns. At the bottom are "Clear" and "Use Recommended" buttons, and a "Skill Proficiencies" section listing Sleight of Hand, Stealth, History, Medicine, Perception, Survival, and Intimidation with a "Change" button.

Origin: Dark Urge

Skills: Sleight of Hand, Stealth

Ranger

Level 1:

Favoured Enemy: Ranger Knight/Keeper of the Veil

Natural Explorer: Urban Tracker/Wasteland Wanderer: Fire

Level 2:

Fighting Style: Archery

Spells: Longstrider + Enhanced Leap (remember  Ritual Spells do not consume a spell slot outside of combat)

Level 3:

Subclass: Gloom Stalker

Level 4:

Feat: Sharpshooter

Level 5:

Spells: Misty Step + Pass Without Trace

Rogue

Level 6:

Skills: Athletics + Stealth

Level 7:

Cunning Action: Dash, Disengage, Hide

Level 8:

Subclass: Assassin

Level 9:

Feat: Ability Score Improvement +2 Dex

Fighter

Level 10:

Fighting Style: Defence

Level 11:

Action Surge

Cleric

Level 12:

Subclass: War Domain

Cantrips: Guidance

Act 1+2 Gear - Solo (click the icons) Act 1+2 Gear - Party



Alternative Gear Options

Neck: [Silver Pendant](#)

Cloak: [Cloak of Protection](#)

Chest: [Graceful Cloth](#)

Gloves: [Gloves of Archery](#)

Ring: [Ring of Spiteful Thunder](#), [Strange Conduit Ring](#), [Smuggler's Ring](#), [Snowburst Ring](#) (Use ICE with Drakethroat Instead)

Off hand: [Adamantine Shield](#)

Act 3 Gear - Solo

(click the icons)

Act 3 Gear - Party



Setup Items

[Drakethroat Glaive \(Thunder\)](#): use on Titanstring, USE ICE if using the SNOWBURST ring

[Shadeclinger Armour](#): equip and remove to keep Advantage on Saving Throws

Consumables

[Elixir of Bloodlust](#)

[Elixir of Hill Giant Strength](#)

[Potion of Speed](#)

[Potion of Invisibility](#)

Ice Sorcerer

12 Draconic Sorcerer

Ice Sorcerers have a lot of crowd control with the ability to provide AOE ice surfaces, turn enemies Frozen and reduce the enemies move speed. With Wet + Twinned/Quicken Ray of Frost their damage output is pretty decent. Did you know spell save DC affects enemies slipping?



Character Creation

The screenshot shows the character creation interface for a 12 Draconic Sorcerer. The top section is titled "Ability Points" with a proficiency bonus of "+2". It lists six stats with their starting values and assign bonuses:

	Ability Points	Assign Bonus
Strength	8	+2
Dexterity	14	+2
Constitution	16	+1
Intelligence	8	+2
Wisdom	10	+2
Charisma	17	+1

Below the stats are two buttons: "Clear" and "Use Recommended".

The bottom section is titled "Skill Proficiencies" and lists: Religion, Insight, Intimidation, Persuasion. There is a "Change" button next to this list.

Origin: Any

Skills: Athletics if solo, social skills in a party

Level 1:

Cantrips: Ray of Frost, Magehand, Friends, Minor Illusion.

Spells: Magic Missile + Shield

Subclass: White Draconic Ancestry

Level 2:

Spells: Enhanced Leap

Metamagic: Twinned Spell + Extended Spell

Level 3:

Spells: Hold Person

Metamagic: Quickened Spell

Level 4:

Cantrips: your choice

Spells: Misty Step

Feat: ASI +2 CHA

Level 5:

Spells: Haste

Level 6:

Spells: Counter spell

Elemental affinity: Damage

Level 7:

Spells: Ice Storm

Level 8:

Spells: Greater Invisibility

Feat: Dual Wielder

Level 9:

Spells: Cone of Cold

Level 10:

Cantrip: your choice

Spells: Hold Monster

Metamagic: Heightened Spell

Level 11:

Spells: Globe of Invulnerability

Level 12:

Spells: your choice

Feat: Elemental Adept - Cold

Act 1+2 Gear - Solo

(click the icons)

Act 1+2 Gear - Party



Alternative Gear Options

Chest: [Protecty Sparkwall](#)

Main Hand: [Spell Sparkler](#) until [Mourning Frost](#)

Offhand: [Sentinel Shield](#)

Act 3 Gear - Solo

(click the icons)

Act 3 Gear - Party



Setup Items

[Shadeclinger Armour](#): equip and remove to keep advantage on saving throws

[Shield of Devotion](#): equip/requip for spell slots

[Potion of Angelic Reprieve](#)

[Learn how to create infinite Sorcery Points and Spell Slots](#)

Consumables

[Elixir of Bloodlust](#)

[Water Bottles](#)



Tavern Brawler Monk

6 Open Hand Monk/ 4 Thief/ 2 Fighter

One of the hardest hitting and consistently high damage dealers of the party thanks to Tavern Brawler adding the strength modifier twice to attack rolls and damage rolls. With the ability to completely remove enemy turns via Stunning Strike or life with Flurry of Blows.

Character Creation

Solo Distribution

Ability Points			
Proficiency Bonus: +2			
	Ability Points 0	Assign Bonus +2	Assign Bonus +1
Strength	(- 8)	<input type="checkbox"/>	<input type="checkbox"/>
★ Dexterity	(- 16)	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Constitution	(- 15)	<input type="checkbox"/>	<input type="checkbox"/>
Intelligence	(- 8)	<input type="checkbox"/>	<input type="checkbox"/>
Wisdom	(- 16)	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Charisma	(- 10)	<input type="checkbox"/>	<input type="checkbox"/>

Clear **Use Recommended**

Skill Proficiencies
Athletics, Acrobatics, Stealth, Survival

Change

Party Distribution

Ability Points			
Proficiency Bonus: +2			
	Ability Points 0	Assign Bonus +2	Assign Bonus +1
Strength	(- 8)	<input type="checkbox"/>	<input type="checkbox"/>
★ Dexterity	(- 17)	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Constitution	(- 15)	<input type="checkbox"/>	<input type="checkbox"/>
Intelligence	(- 8)	<input type="checkbox"/>	<input type="checkbox"/>
Wisdom	(- 16)	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Charisma	(- 8)	<input type="checkbox"/>	<input type="checkbox"/>

Clear **Use Recommended**

Skill Proficiencies
Athletics, Acrobatics, Stealth, Survival

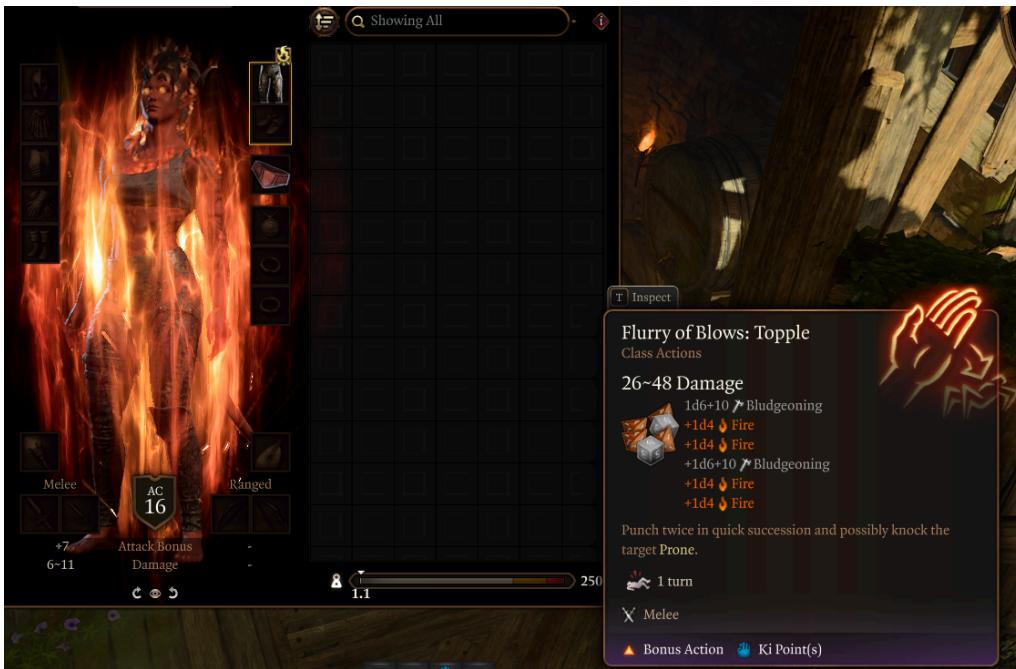
Change

Origin: Karlach [1d4 Fire damage from Act 1] or Astarion [1d10 Necrotic damage in Act 3]

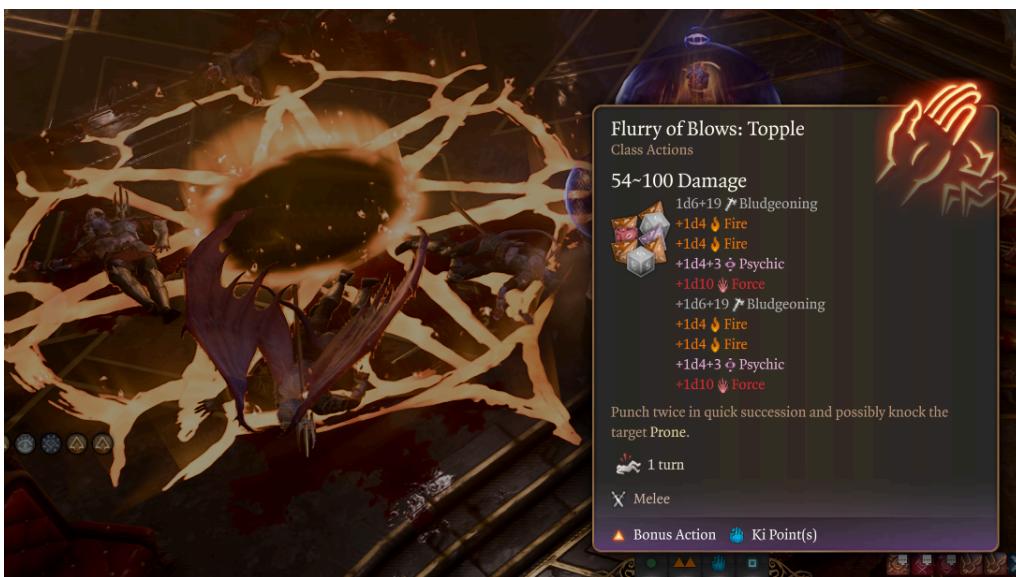
Note: Soul Coins are bugged. They last until Long Rest, do not require Karlach to be Raging or at low health, and add 2d4 Fire damage to Unarmed Attacks.

Skills: Athletics required, your choice for the rest

Level 4. Using only Tavern Brawler + Elixir of Hill Giant Strength



Level 12



With proper itemisation and setup, the damage in Act 3 will be much *much* higher, this second screenshot was taken from my solo Monk stream where I was built for more defence than damage.

Monk

Level 1:

Unarmoured Defence

Bonus Action Unarmed Strike

Flurry of Blows

Level 2:

Unarmoured Movement

Patient Defence, Step of the Wind: Dash, Step of the Wind: Disengage

Level 3:

Deflect Missiles

Subclass: Way of the Open Hand

Level 4:

Tavern Brawler, +1 CON = 16 CON

Elixir of Hill Giant Strength = 21 STR = +5 MODIFIER. +10 to attack rolls and damage rolls lol. +20 for Flurry of Blows. GG

Level 5:

Stunning Strike = Save DC 19 lol

Level 6:

Remember to toggle Manifestation of Mind. Resonance Stone soon...

Rogue

Level 7:

Skills: Athletics + Stealth

Level 8:

Cunning Action: Dash, Disengage, Hide

Level 9:

Subclass: Thief

Level 10:

Feat: Alert

Fighter

Level 11:

Fighting Style: Defence (if wearing armour)

Level 12:

Action Surge

Act 1+2 Gear - Solo (click the icons) **Act 1+2 Gear - Party**



Alternative Gear Options

Gloves: [Gloves of Uninhibited Kushigo](#)

Boots: [Disintegrating Nightwalkers](#)

Ring: [Crusher's Ring](#)

Ranged: [Bow of Awareness](#), [Titanstring](#)

Offhand: [Adamantine Mace](#) (the 'ignores bludgeoning resistance' property on this weapon applies to Unarmed attacks also), or [Adamantine Shield](#)

Act 3 Gear - Solo (click the icons)

Act 3 Gear - Party



Elixirs

[Elixir of Hill Giant Strength](#)

[Elixir of Cloud Giant Strength](#)

Setup Items

[Shadeclinger Armour](#): equip and remove to keep advantage on saving throws

[Resonance Stone](#): psychic damage vulnerability

Battle Master Fighter

12 Fighter

Why Fighter?

Fighter is a very simple yet POWERFUL build that's easily recommended to every player. It doesn't require multiclassing and is a great pick up and play option. It's largely gear agnostic. Just pick up a sword and start bonkin'



Character Creation*

With Elixir

Ability Points		
Proficiency Bonus: +2		
	Ability Points	Assign Bonus
Strength	0	+2 +1
Dexterity	17	
Constitution	16	
Intelligence	10	
Wisdom	14	
Charisma	8	

Skill Proficiencies
Athletics, Acrobatics, Survival, Intimidation

Clear **Use Recommended** **Change**

Without Elixir

Ability Points		
Proficiency Bonus: +2		
	Ability Points	Assign Bonus
Strength	17	+2 +1
Dexterity	16	
Constitution	14	
Intelligence	8	
Wisdom	10	
Charisma	8	

Skill Proficiencies
Athletics, Acrobatics, Survival, Intimidation

Clear **Use Recommended** **Change**

* Feel free to swap CON / DEX based on preference

Origin: Any

Skills: Athletics, whatever else you want.

Level 1:

Fighting Style: Archery / Great Weapon Fighting / Defence

Ideally choose your archetype now. All great/solid options (this guide assumes Great Weapon Fighting)

Level 2:

Action Surge

Level 3:

Subclass: Battle Master - Manoeuvres: Trip Attack, Precision, Riposte

Level 4:

Feat - Alert

Alert is busted in Honour Mode due to how Initiative rolls work. Our BM Fighter rotating first means consistent setup for our party and nova.

Level 5:

Extra attack. Massive breakpoint for martials. Combat should open up majorly for us now.

Level 6:

Feat: Savage Attacker/Great Weapon Master/Sharpshooter

Savage Attacker - very effective boost to damage rolls

Great Weapon Master - only if you have means to ensure consistently high attack rolls (aka elixirs, Bless/oils, Risky Ring) +10 damage and the ability to use an attack on bonus action after you crit/kill is huge

Sharpshooter only if doing a DEX titanstring fighter.

Level 7:

Manoeuvres: Disarming Attack, Pushing Attack

Level 8:

Feat: Savage Attacker/Great Weapon Master/Sharpshooter

Whatever you didn't pick at level 6

Level 9:

Indomitable

Level 10:

Your choice for Manoeuvres. Honestly I don't use any others

Level 11:

Extra attack. Extremely broken breakpoint for fighters. Use this with Mind Sanctuary, Action Surge and Terazul and you can one-turn Raphael.

Level 12:

Feat: Athlete/Tough/ASI - your choice, you almost don't need this feat

Athlete to round STR if you're not using elixirs or Gauntlets.

Tough for survivability

Act 1+2 Gear - Solo (click the icons) Act 1+2 Gear - Party



Alternative Gear Options

Helmet: [Haste Helm](#)

Chest: [Adamantine Splint Armour](#), [Reaper's Embrace](#), [Armour of Persistence](#)

Gloves: [Gloves of the Growling Underdog](#), [Gauntlets of the Warmaster](#), [Gauntlets of Hill Giant Strength](#)

Boots: [Boots of Speed](#), [Helldusk Boots](#)

Main Hand: [Doom Hammer](#), [Svartlebee's Woundseeker](#), [Jorgoral's Greatsword](#), [Unseen Menace](#), [Halberd of Vigilance](#), [Baldurian's Giantslayer](#)

Ranged: [Titanstring Bow](#)

Act 3 Gear - Solo

(click the icons)

Act 3 Gear - Party



Setup Items

[Drakethroat Glaive \(Thunder\)](#): use on Titanstring

[Shadeclinger Armour](#): equip and remove to keep Advantage on Saving Throws

Consumables

[Elixir of Bloodlust](#)

[Elixir of Hill Giant Strength](#)

Honourable Mentions

Bardadin

10 Swords Bard / 2 Paladin

17 Dex, 16 CHA, 14 CON, 8 STR, 10 WIS, 8 INT

Feats: Sharp Shooter, Savage Attacker or respec Savage Attacker & Alert

Perfect build for honour mode. Good party face, incredible damage and control. I can't recommend this build enough. A combat martial with high level spell slots and smites is a force to be reckoned with.

Arcane Acuity is the one of the most BROKEN mechanics in BG3, attack via Smites or Flourishes then use your bonus action to Hold Person/Monster or upcast Command at 80 - 100% success rate due to the spell save DC lmao

[Changes to video guide - starting stats dump STR, max DEX. Gloves of Archery in order to wield Titanstring. End game gear should use Spear of Evening/piercing weapons + Bhaalist]

Sorcadin

6 Paladin / 6 Sorcerer or 7 Paladin / 5 Sorcerer

17 CHA, 16 DEX, 14 CON, 8 STR, 10 WIS, 8 INT

Feats: Savage Attacker + your choice (Alert, Heavy Armor Master, ASI+CHA)

Unironically my preferred support. It didn't make the list because it's only really viable in act 3 with a lot of meta gaming and meta magic when the Freecast strip exploit is possible. Infinite support spells and Smites come at the cost of Sorcery Point manipulation. Enables my preference for non-long rest dependent builds.

Protip: Savage Attacker rerolls not only attack rolls but your SMITE DIE AS WELL. AMAZING on a paladin. Works with your typical paladin gear, consider spell save DC gear for guaranteed Hold Person/Monster with Heightened Spell.

Throw Barbarian

6 Berserker Barbarian / 4 Thief / 2 Fighter

16 Dex, 15 CON, 14 WIS, 10 INT, 10 CHA, 8 STR

Feats: Tavern Brawler (+1 CON) + Alert or Tough

Another extremely powerful solo honour mode build. Accessible from the start with Tavern Brawler, Ring of Flinging and the Returning Pike. Nyrulna in act 3. Simple to gear, very strong and highly recommended.

ABOUT ME

Morgana Evelyn was born out of an obsession with BG3's early access. After recovering from an awful hunting accident she left her country career behind to pursue making content. Her aim is to provide a cosy, safe and fun space for her audience through her favourite medium - video games

Acknowledgements

BG3 Wiki for consuming many of my hours on research
Larian for providing Shadowcute to us all
Irontoof for helping me with this document

Support

This resource is free and I hope it finds you well in your Honour Mode playthrough.
If you want to give back as a thanks and help me keep making content there are many ways you can do so via one of these links



Further Viewing

[Stealth Archer Video Build Guide](#)



[Can You Beat Honour Mode Solo?](#)



[Patch 7 Solo Honour Stealth Archer COMPLETE Walkthrough](#)



Changelogs:

17/11/24 - Changed Sorcadin Multiclass

20/11/24 - Edited Party Stealth archer ring slot to Shadow-Cloaked Ring

Added notes for Snowburst ring + Drakethroat Glaive synergy

Ice Sorc starting stat from 10 INT to 10 WIS

Fighter (without elixir) starting stat from 10 INT to 10 WIS

Ring of Feywild Sparks for Act 3

Added notes for Bardadin video guide

Added more details for honourable mentions

Changed split for Throwbarb to 6 barb / 4 thief / 2 fighter for immunity to Charmed/Frightened