

# Diablo 3 Followers

<https://www.icy-veins.com/d3/follower-skills-and-gearing-guide>

<https://www.icy-veins.com/d3/templar-follower-skills-and-gearing-guide>

## Scoundrel

The recommended abilities for the Scoundrel are: Level 5: It is important to note that hard crowd control from skills is something your build might want to avoid — either because it prefers to control the fights itself and CC might hamper that, or simply from speed farming considerations. In such a case, do NOT select a first skill, as there is no way to unlearn it and you will have to re-level a new character simply to get a “fresh” Scoundrel to accompany you. Otherwise, we recommend Powered Shot — a hard crowd control ability that can save your life and offer you a moment of respite every 8 seconds, topped off with a Dexterity-scaling duration. Level 10: Anatomy — a passive buff to Critical Hit Chance that scales with Dexterity on your follower equipment. Level 15: Piercing Shot — a boilerplate 10% damage buff against enemies affected by this skill; once again, its piercing properties lend themselves well to character builds that displace enemies into clumps. Level 20: Night's Veil — the highlight of the Scoundrel abilities, this circular AoE effect covers a decent 20 yard area and guarantees critical hits against enemies caught inside. Needless to say, this is a massive damage boon whose duration scales with Dexterity, and is the prime reason to take the Scoundrel.

Scoundrel Setup - Solo GR Pushing The following setup reflects the best-in-slot item choices and gear rolls for a Scoundrel taken to Greater Rifts with the intent of pushing leaderboard. Note that you can either focus on Crowd Control with the inclusion of Blind Faith, Cord of the Sherma and Cluckeye in the setup, or do a straightforward “buffing” Scoundrel with Leoric's Crown, String of Ears, and a generic bow or crossbow. Tal Rasha's Relentless Pursuit is included due to its innate Increased Attack Speed roll, but is not a necessary part of the setup.

Slot	Pieces	Stat Priority
Head	Blind Faith (Best in Slot) Leoric's Crown (non-CC alt)	Dexterity Socket (Ruby) Critical Hit Chance Vitality Crowd Control Reduction (Secondary Stat) Physical or Lightning Resistance (Secondary Stat)
Shoulders	Homing Pads	Dexterity Vitality All Resistance Life % Pickup Radius (Secondary Stat) Health Globe Healing Bonus (Secondary Stat)
Torso	Tal Rasha's Relentless Pursuit	Dexterity Attack Speed (if Tal's chest) 3 Sockets (Emeralds) Vitality All Resistance Melee or Missile Damage Reduction (Secondary Stat) Physical or Lightning Resistance (Secondary Stat)

Wrists	Nemesis Bracers	Dexterity Critical Hit Chance Vitality All Resistance Melee or Missile Damage Reduction (Secondary Stat)
Hands	Cain's Scrivener	Dexterity Increased Attack Speed Life on Hit Vitality Physical or Lightning Resistance (Secondary Stat) Pickup Radius (Secondary Stat)
Waist	Cord of the Sherma (Best in Slot) String of Ears (non-CC alt)	Dexterity Vitality All Resistance Life % Life per Kill (Secondary Stat)
Legs	Cain's Habit	Dexterity 2 Sockets (Emeralds) Vitality All Resistance Life per Kill (Secondary Stat) Physical or Lightning Resistance (Secondary Stat)
Feet	Ice Climbers	Dexterity Vitality All Resistance Armor Pickup Radius (Secondary Stat) Health Globe Healing Bonus (Secondary Stat)
Amulet	The Flavor of Time	Dexterity Socket (Emerald) Increased Attack Speed Life per Hit Melee or Missile Damage Reduction (Secondary Stat)
Ring #1	Unity	Dexterity Socket (Emerald) Increased Attack Speed Life per Hit
Ring #2	Oculus Ring	Dexterity Socket (Emerald) Increased Attack Speed Life per Hit
Weapon	Cluckeye (Best in Slot) Unbound Bolt (non-CC alt)	Dexterity Increased Attack Speed Life per Hit Socket (preferably from Ramaladni's Gift)
Follower Item	Skeleton Key	Dexterity Vitality All Resistance Life per Hit

## Templar

The recommended abilities for the Templar are:

Level 5: Heal — The highlight of Templar abilities, his healing scales with Strength on gear and is uniquely affected by cooldown reduction on gear. Its decent base 30 second cooldown can be cut down by more than half with enough Cooldown Reduction investment, and can be attractive to fragile builds with low sustain — i.e. Demon Hunter Cluster Arrow variants. Level 10: Loyalty — a source of Life Regeneration that also scales based on the Templar's Strength, this skill is another decent boon to low sustain character builds and attains additional for setups that include Molten Wildebeest's Gizzard. Level 15: Onslaught — on a decent 20 second cooldown, the Templar can boost you with a 10% damage increase against enemies affected by this skill, again — with a Strength-scaling duration. Level 20: Guardian — this skill offers you a cheat death alternative (or addition) to the one present in your character passive skill lineup. For most builds, this allows you to drop your own cheat death passive slot during GR progression.

Templar Setup - Solo GR Pushing The following setup reflects the best-in-slot item choices and gear rolls for a Templar taken to Greater Rifts with the intent of pushing leaderboard. Note the focus on Cooldown Reduction with the inclusion of the craftable Cpt. Crimson set, since the Templar can take advantage of CDR on gear for his Heal Heal. Tal Rasha's Relentless Pursuit is included due to its innate Increased Attack Speed roll, but is not a necessary part of the setup. The Gloves of Worship are included to make the build semi-viable for standard rift farming and bounties as well, though we do not recommend the Templar for the purpose; there simply is not a great option for the slot otherwise.

Slot	Pieces	Stat Priority
Head	Leoric's Crown	Strength Socket (Diamond) Critical Hit Chance Vitality Crowd Control Reduction (Secondary Stat) Physical or Lightning Resistance (Secondary Stat)
Shoulders	Homing Pads	Strength Cooldown Reduction Vitality Life % or All Resistance Pickup Radius (Secondary Stat) Health Globe Healing Bonus (Secondary Stat)
Torso	Tal Rasha's Relentless Pursuit	Strength Attack Speed (if Tal's chest) 3 Sockets (Rubies) Vitality All Resistance Melee or Missile Damage Reduction (Secondary Stat) Physical or Lightning Resistance (Secondary Stat)
Wrists	Nemesis Bracers	Strength Critical Hit Chance Vitality All Resistance Melee or Missile Damage Reduction (Secondary Stat)
Hands	Gloves of Worship	Strength Cooldown Reduction Increased Attack Speed Life on Hit Physical or Lightning Resistance (Secondary Stat) Pickup Radius (Secondary Stat)

Waist	Captain Crimson's Silk Girdle	Strength Cooldown Reduction Vitality All Resistance Life per Kill (Secondary Stat)
Legs	Captain Crimson's Thrust	Strength 2 Sockets (Rubies) Vitality All Resistance Life per Kill (Secondary Stat) Physical or Lightning Resistance (Secondary Stat)
Feet	Ice Climbers	Strength Vitality All Resistance Armor Pickup Radius (Secondary Stat) Health Globe Healing Bonus (Secondary Stat)
Amulet	The Flavor of Time	Strength Socket (Ruby) Cooldown Reduction Increased Attack Speed Melee or Missile Damage Reduction (Secondary Stat)
Ring #1	Unity	Strength Socket (Ruby) Cooldown Reduction Increased Attack Speed Life on Hit
Ring #2	Oculus Ring	Strength Socket (Ruby) Cooldown Reduction Increased Attack Speed Life on Hit
Weapon	Thunderfury, Blessed Blade of the Windseeker	Strength Cooldown Reduction Increased Attack Speed Life per Hit Socket (preferably from Ramaladni's Gift)
Off-hand	Freeze of Deflection	Strength Cooldown Reduction Block Chance Vitality
Follower Item	Enchanting Favor	Strength Block Chance Vitality All Resistance

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