

Diablo 3 Followers

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

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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 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

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