

Fighter's trainings

Halflings begone

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What are they?

Special abilities available to everybody who have Armor Training or Weapon Training class features (and sufficient fighter levels).

Characters can get them for replacing increasing benefits of Armor Training and forgoing additional weapon group of Weapon Training

Alternatively there are following feats:

- [Advanced Armor Training](#)
- [Advanced Weapon Training](#)

Access to Armor Training

- Fighter
- Steelblood Bloodrager

- Armored Battlemage Magus
- Myrmidarch Magus
- Yojimbo Samurai
- Gun Tank Gunslinger
- Masked Maiden Vigilante
- Purifier Oracle
- Sanguine Angel PRC
- VMC fighter
- Ironbound Master Feat

Access to Weapon Training

- Fighter - 5
- Molthuni Arsenal Chaplain Warpriest - 5
- Sohei Monk - 6
- Myrmidarch Magus - 7
- Disciple of Pike Cavalier - 5
- VMC fighter - 11
- (Popular Homebrew) Gunslinger and Swashbuckler

Rating

Red - bad

Yellow - mediocre

Green - good

Purple - outstanding

Advanced Armor Training

Adaptable Training - you get pretty much one additional skill point per level like Cunning feat but with limited list. Skills are always good to have but at what cost?

Armor Specialization - $\frac{1}{4}$ of your fighter level as AC... and it's capped per armor type. Well, that's worthless until **much later** when you can actually benefit from it, but by then it's hard to keep up with AC

[Armored Confidence](#) - small bonus to intimidate and to DC to intimidate you. It ain't much but it's something if you are doing intimidate build without boosting charisma/intelligence.

[Armored Juggernaut](#) - DR is something that you either have crazy amounts of or don't bother at all. Here we have small DR that stacks only with adamantine armor

[Armored Master](#) - free [armor](#) or [shield](#) mastery feat. So not only feat for free but also there are quite a good options among them

[Armored Sacrifice](#) - It's always possible save from some big cannon shot. What you can actually do is get yourself a [Quick Draw](#) feat and draw (not don) shield and deny one damage every turn.

[Armored Spring](#) - free [Run](#) feat and run faster in heavy armor. You are supposed to charge towards foes. Not away from them.

[Critical Deflection](#) - small bonus to AC against critical confirmation. Maybe it has some bigger use if GM throws maguses at you, but at least it may help in clutch.

[Master Armorer](#) - helps you become an armor crafter. Problem is that to do crafting right you still need spells and usually you have neither positive INT modifier nor traits to make crafting cheaper unlike dedicated crafter

[Quick Donning](#) - just don't take armor off if you are that scared of sudden fight. Reducing AC for a small bonus when trying to free yourself is at best mediocre. Especially since you have casual armors

 Pathfinder Armors RATED

[Steel Headbutt](#) - another free attack with a weapon that you don't need to wield. It's a definition of great thing that makes you better at your job

[Unmoving](#) - small bonus to CMD against chosen maneuver

Advanced Weapon Training

Abundant Tactics - this one completely depends on which feats you have. Among them the real star is Barroom Brawler which lets you become brawler.

Armed Bravery - bonus to the save that can kill your party (read Will save) which is the most important one. Yes, please.

Combat Competence - you are already proficient with all martial weapons. JUST USE THEM.

Combat Maneuver Defense - add weapon training against all maneuvers instead of only disarm and sunder. Maybe if your GM loves throwing wolves at you.

Dazzling Intimidation - get weapon training to intimidate and intimidate one step faster. This one gets a lower rating than armored confidence as there are just too good options in Advanced Weapon Training. Becomes outstanding if you have signature skill (intimidate) allowed and doing intimidate build.

Defensive Weapon Training - really small bonus to AC that wants you to not have weapon special enchants for full value. Better pass, but at least it gives some AC to two handed builds.

Effortless dual-wielding - just use light weapons. You don't gain much from it.

Fighter's Finesse - use Weapon Finesse with any weapon from chosen group... why....

Fighter's Reflexes - add weapon training to Reflex saving throw and also you no longer lose dex to AC while flat-footed or denied. Quite good and also scales as AoE becomes more and more common with each level

[Fighter's Stamina](#) - gain Combat Stamina or Extra Combat Stamina. Stamina is always great to have as it opens so many options.

[Fighter's Tactics](#) - get yourself one of the main features of inquisitor. Your biggest advantage over him is being full BAB so combat maneuvers teamworks are much more appealing and you get faster access to some feats.

[Focused Weapon](#) - upgrade dice of weapon just like warpriest. You need weapon focus for that. It ain't much but it's something. More valuable if you want to fight with some small dice weapon and are going to higher levels.

[Inspiring Confidence](#) - number of times per day equal to weapon training bonus allow ally to reroll save against fear.

[Item Mastery](#) - free [Item mastery](#) feat. Also - Ladies and gentlemen. Welcome to Iron Caster. Use any [Item Mastery](#) feat with any magic weapon

So following Advanced Weapon trainings follows the same principle-double damage from Weapon Training. For it to be strong enough you should get [Gloves of Dueling](#)

- [Knockout Training](#) - must do nonlethal damage thus lower rating as it's less versatile
- [Trained Grace](#) - must use dex to hit, str to dmg on melee weapon
- [Trained Throw](#) - must use dex to hit, str to dmg on thrown weapon

[Trained Initiative](#) - Add weapon training to initiative. Initiative is always great but there are just better options.

[Versatile Training](#) - versatile performance tied to BAB but... you are still a fighter. Just don't bother...

Unless you decide to become flexible with it either with Barroom Brawler

feat or Manual of War - with either of them you become able to retrain skill ranks on fly to add a nice bit of utility.

[Warrior Spirit](#) - times of day equal to 1 + weapon training bonus you can enchant your weapon with **any enchantment** for 1 minute as standard action. Anybody wants bane on demand?

[Weapon Mastery](#) - get [weapon mastery feat](#). It's great as there is for example [Cut from Air](#) and [Smash from Air](#) on list, but it's dragged down by having better options

[Weapon Sacrifice](#) - It's always possible save from some big cannon shot. What you can actually do is get yourself [Quick Draw](#) feat and draw some weapon {must be from your chosen weapon group} and deny one damage every turn.

[Weapon Specialist](#) - sometimes people mistake it as giving you free feats. What it actually does is making feats that apply to one weapon apply to whole weapon group instead. JUST USE CORRECT WEAPON.

Items that boost class features

[Gloves of dueling](#) - "If the wearer has the weapon training class feature and is using an appropriate weapon, her weapon training bonus increases by +2."

[Sash of the war champion](#) - "The wearer treats his fighter level as 4 higher than normal for the purpose of the armor training and bravery class features."

[Manual of War](#) - "Once per day, after studying the manual for 1 hour, a fighter may exchange one of her fighter bonus feats for another combat feat."

[Band of the Stalwart Warrior](#) - "If the wearer has the bravery class feature, she is considered four levels higher when determining that class feature's effect."

Fighter Feats

Bravery feats

Bravery in Action

Courage in a Bottle

Improved Bravery (13 cha)

Inspiring Bravery (13 cha)

Masked by Fear (Nameless One feat)

Quick Study (13 int, 10th)

Schooled Resolve

Social Bravery (13 cha)

Unbound Bravery

Undaunted Bravery

Armor Training feats

Advanced armor training (3rd, AT)

Agile Maiden

Cushioning Armor (AT)

Armor Material Expertise (4th, AT)

Armor Material Mastery (8th, AT) - extra two uses of material mastery

Poised Bearing (4th, AT) - treat as one size bigger for purpose of ability to bull rush, drag, overrun, trip

Imposing Bearing (8th, AT) - treat as two size bigger for purpose of ability to bull rush, drag, overrun, trip

Intense Blows (4th, AT) - +1 to CMD per 4 levels while using Power Attack

Ironclad Reactions (4th, AT) - once per turn move 5-feet on being hit

Greater Ironclad Reactions (8th, AT) - possibly use all AoO for Ironclad

Knocking Blows (8th, AT) - on hit with Power attack apply -4 to CMD to move or trip creature

Secured Armor (8th, AT) - 25% to deny crit, stacks with other

Sprightly Armor (8th, AT) - add armor's enhancement bonus to initiative

Weapon Training feats

Advanced weapon training (5th or 4th with Weapon Master, WT)

Ace Disarm

Ace Trip

Burrowing Shot

Cut from the Air

Devastating Assault

Difficult Swings

Finesse Shot

Impressive Grit

Liberating Shot

Marksman's Utility

Retributive Kick

Ricochet Toss

Smash from the Air

Spellcut

Targeted Blow

Weapon Material Mastery

Weapon Style Mastery

Masterful Flourish

Witty Feint

Fighter Level feats

Critical Versatility (11th & human) -

Critical Mastery (14th) - apply two critical feats

Cushioning Shield (4th)

Defended Movement (4th) - counts as mobility and dodge

Disruptive (6th) - add +4 to concentration DC

Disrupting Shot (4th) - made for crossbowman fighter / overwatch style

Feint Defender (4th)

Guarded Charge (4th) - +2 to bullrush & overrun

Martial Versatility (4th & human) -

Martial Mastery (4th & human) -

Modification Trainer (4th) -

Pin Down (11th) - deny 5-feet step

Shield Brace (1st) - use polearm/spear with shield, still two-handed

Shield Material Expertise (4th) -

Shield Material Mastery (8th) -

Shield Specialization (4th) - add shield bonus to CMD

Shielded Mage (4th) - reduce ASF from shield by 15% and provide somatic with shield

Shielded Stand (1th) - once per round deny ally provoking AoO when standing up

Stumbling Bash (4th) - give hit by shield enemy -2 to AC until the end of your next turn

Weapon Specialization (4th) -

Greater Weapon Specialization (12th) -

Greater Weapon Focus (8th) -

Penetrating Strike (12th) - ignore 5 DR

Greater Penetrating Strike (16th) - ignore 10 DR

Spellbreaker (10th) - fail on casting defensively provokes AoO

Shatterspell (10th, dwarf) -

Sunder blessing (8th) - anti-divine end spell

Toppling Bash (8th) - as swift action attempt trip after shield bash

Tower Shield Specialist (8th) -

Unbreakable (4th) - double FCB hp, even worse toughness

Unhinderling Shield (4th) - no penalties for buckler

Greater Shield Specialization (8th) -

Exceptional Fighter Archetypes

Aerial Assaulter - jump for higher ground bonus

Airborne ambusher (strix, max 4 levels) - upgrade flying attacks

Cavern Sniper (drow) - spam darkness spell like

Crossbowman - ready action with crossbow (overwatch style)

Drunman Blackjacker - the more of them the better

Eldritch Guardian - familiar and share all feats with him

Gloomblade - trade armor training for scaling weapon creation

High Guardian - STR combat reflexes

Lore Warden (PFS field guide) - CMB and Combat Expertise in place of armor training and bravery

Mutation Warrior - Mutagen in place of Armor training

Siegebreaker - bullrush + overrun

Titan fighter (dip or max 4 levels)- use oversized melee weapons

Trench Fighter - add dex to gun damage

Unarmed fighter (dip only) - gain any style feat without meeting requirements

Viking - rage and rage powers

Weapon Master - faster weapon training