

Level	Ability
1	Improved Unarmed Strike
2	Armor Training I, Improved Grapple
3	Close Combat I
4	Toughness 1/-, Bonus Feat
5	Punishing Defense I
6	Armor Training II, Greater Grapple
7	Close Combat II
8	Toughness 2/-, Bonus Feat
9	Light Fortification
10	Armor Training III, Body Shield
11	Close Combat III, Punishing Defense II
12	Toughness 3/-, Bonus Feat
13	Medium Fortification
14	Armor Training IV, Chokehold
15	Close Combat IV
16	Toughness 4/-, Bonus Feat
17	Punishing Defense III
18	Armor Mastery, Neckbreaker
19	Close Combat V
20	Weapon Mastery (Close Weapon)

Toughness(EX): At each indicated level you gain the listed amount of damage reduction while wearing armor. This damage reduction is doubled against non-lethal damage. This does not stack with the DR from armor special materials or enchantments.

Armor Training(EX): Starting at 2nd level, a fighter learns to be more maneuverable while wearing armor. Whenever he is wearing armor, he reduces the armor check penalty by 1 (to a minimum of 0) and increases the maximum Dexterity bonus allowed by his armor by 1. Every four levels thereafter (6th, 10th, and 14th), these bonuses increase by +1 each time, to a maximum –4 reduction of the armor check penalty and a +4 increase of the maximum Dexterity bonus allowed. In addition, a fighter can also move at his normal speed while wearing medium armor. At 6th level, a fighter can move at his normal speed while wearing heavy armor.

Armor Mastery: At 18th level, an Armor-Fighter's Toughness ability becomes DR 5/— whenever he is wearing armor. DR gained from armor special materials are enhancements now stack with the Toughness ability and are also doubled against non-lethal damage.

Close Combat(EX): At 3rd level, a brawler gains a +1 bonus on attack rolls and a +3 bonus on damage rolls with weapons in the close weapon group. Both of these bonuses increase by +1 for every four levels beyond 3rd (to a maximum of +5 on attack rolls and +7 on damage rolls at 19th level).

Weapon Mastery (Ex): At 20th level, a fighter chooses one weapon from the close category, such as the armor spikes or brass knuckles. Any attacks made with that weapon automatically confirm all critical threats and have their damage multiplier increased by 1 ($\times 2$ becomes $\times 3$, for example). In addition, he cannot be disarmed while wielding a weapon of this type.

Body Shield: As an immediate action while you are grappling an adjacent creature, you can make a grapple combat maneuver check against that creature to gain cover against a single attack. If you are successful and the attack misses you, that attack targets the creature you used as cover, using the same attack roll. You cannot use this feat against a creature grappling you, and the cover you gain ends after the attack you gained cover against is resolved.

Chokehold: While you have an opponent up to one size category larger than you grappled, you can attempt a grapple combat maneuver with a -5 penalty on the check. If you succeed, you have pinned your opponent and hold the opponent in a chokehold. When you maintain the grapple, you also maintain the chokehold. A creature in a chokehold cannot breathe or speak, and thus cannot cast spells that have a verbal component. An opponent you have in a chokehold has to hold his breath or begin suffocating. Any creature that does not breathe, is immune to bleed damage, or is immune to critical hits is immune to the effects of your chokehold. When the grapple is ended, so is the chokehold.

Neckbreaker: If you have an opponent your size or smaller helpless or pinned, after you initiate or maintain a grapple, you can make an attack roll at a -5 penalty. If you hit then they make a fortitude save $DC\ 10 + \frac{1}{2}\text{ level} + \text{Wis mod}$. If they fail, you wrench that opponent's neck, dealing 2d6 Strength or Dexterity damage. If the targeted ability score is reduced to 0, any remaining damage is dealt to that opponent's Constitution score. A creature that is immune to critical hits or that has no discernible head and neck is immune to the effects of this feat. You may attempt this a number of times per day equal to your class level.

Greater Grapple: At 6th level, the Armor-Fighter gains this feat as a class feat.

Improved Grapple: At 2nd level, the Armor-Fighter gains this feat as a class feat.

Improved Unarmed Strike: At 1st level, the Armor-Fighter gains this feat as a class feat.

Bonus Feats: At levels 4, 8, 12, and 16 an Armor-Fighter gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as combat feats, sometimes also called "fighter bonus feats."

Punishing Defense: At 5th level, when an opponent makes an attack of opportunity against you for moving through a threatened square, you can spend a swift action to make a retaliatory unarmed strike or attack with a Close weapon against that opponent. Your attack is resolved after the triggering attack of opportunity.

At 11th level, you can spend a free action, instead of spending a swift action, to make a retaliatory strike. You can make a number of retaliatory strikes on your turn equal to your Wisdom modifier.

At 17th level, your retaliatory strikes are resolved before the triggering attacks. If your retaliatory unarmed deals damage to an opponent, that opponent takes a –2 penalty on attack and damage rolls with the triggering attack of opportunity.