

<i>(Martial)</i> Two-Handed Melee Weapons	Dmg (S)	Dmg (M)	Critical	Weight ₁	Type ₂	Special
Bardiche	1d8	1d10	19-20/×2	14 lbs.	S	brace , reach , *
Bec de corbin	1d8	1d10	x3	12 lbs.	B or P	brace , reach , _
Bill	1d6	1d8	x3	11 lbs.	S	brace , disarm , reach , _
Earth breaker	1d10	2d6	x3	14 lbs.	B	—
Falchion	1d6	2d4	18–20/×2	8 lbs.	S	—
Flail, heavy	1d8	1d10	19-20/×2	10 lbs.	B	disarm , trip
Glaive	1d8	1d10	x3	10 lbs.	S	reach
Glaive-guisarme	1d8	1d10	x3	10 lbs.	S	brace , reach , _
Greataxe	1d10	1d12	x3	12 lbs.	S	—
Greatclub	1d8	1d10	×2	8 lbs.	B	—
Greatsword	1d10	2d6	19–20/×2	8 lbs.	S	—
Guisarme	1d6	2d4	x3	12 lbs.	S	reach , trip
Halberd	1d8	1d10	x3	12 lbs.	P or S	brace , trip
Hammer, lucerne	1d10	1d12	×2	12 lbs.	B or P	brace , reach , _
Horsechopper	1d8	1d10	x3	12 lbs.	P or S	reach , trip
Lance	1d6	1d8	x3	10 lbs.	P	reach
Ogre hook	1d8	1d10	x3	10 lbs.	P	trip
Pickaxe	1d6	1d8	x4	12 lbs.	P	—
Ranseur	1d6	2d4	x3	12 lbs.	P	disarm , reach
Scythe	1d6	2d4	x4	10 lbs.	P or S	trip

- You gain a +2 bonus to your CMD to resist sunder attempts against a bardiche.
- You gain a +2 bonus to your CMB to sunder medium or heavy armor with a bec de corbin.
- When fighting defensively or with full defense, this weapon gives you a +1 shield bonus to AC. A mounted opponent hit by a bill takes a -1 penalty on his Ride checks to stay mounted.
- A mounted opponent hit by a glaive-guisarme takes a -2 penalty on his Ride checks to stay mounted.
- You gain a +2 bonus to your CMB to sunder medium or heavy armor with a lucerne hammer.

Weapon size category:

Medium Weapon Damage	Large Weapon Damage
1d2	1d3
1d3	1d4
1d4	1d6
1d6	1d8
1d8	2d6
1d10	2d8
1d12	3d6
2d4	2d6
2d6	3d6
2d8	3d8
2d10	4d8