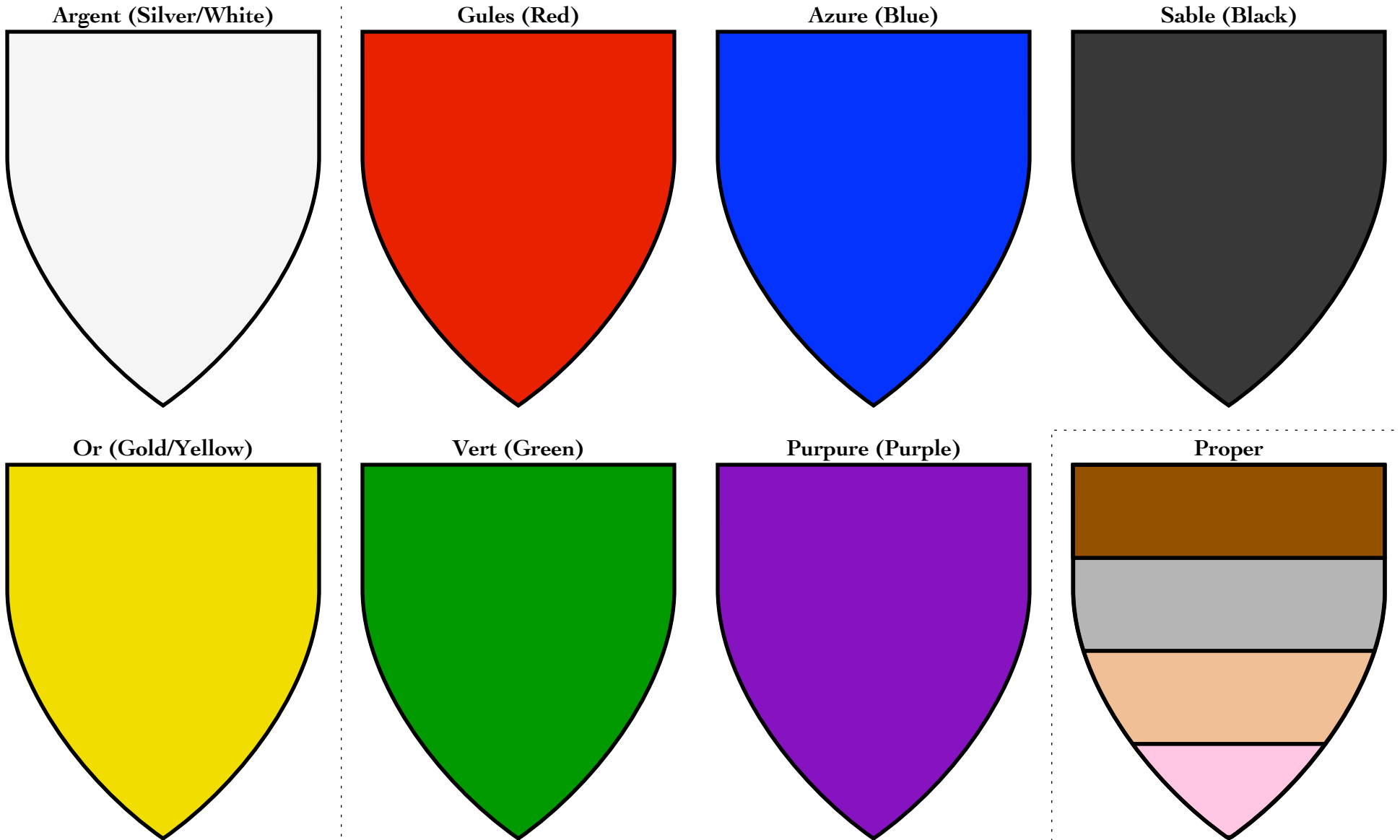


❖ Book of Traceable Heraldic Art ❖

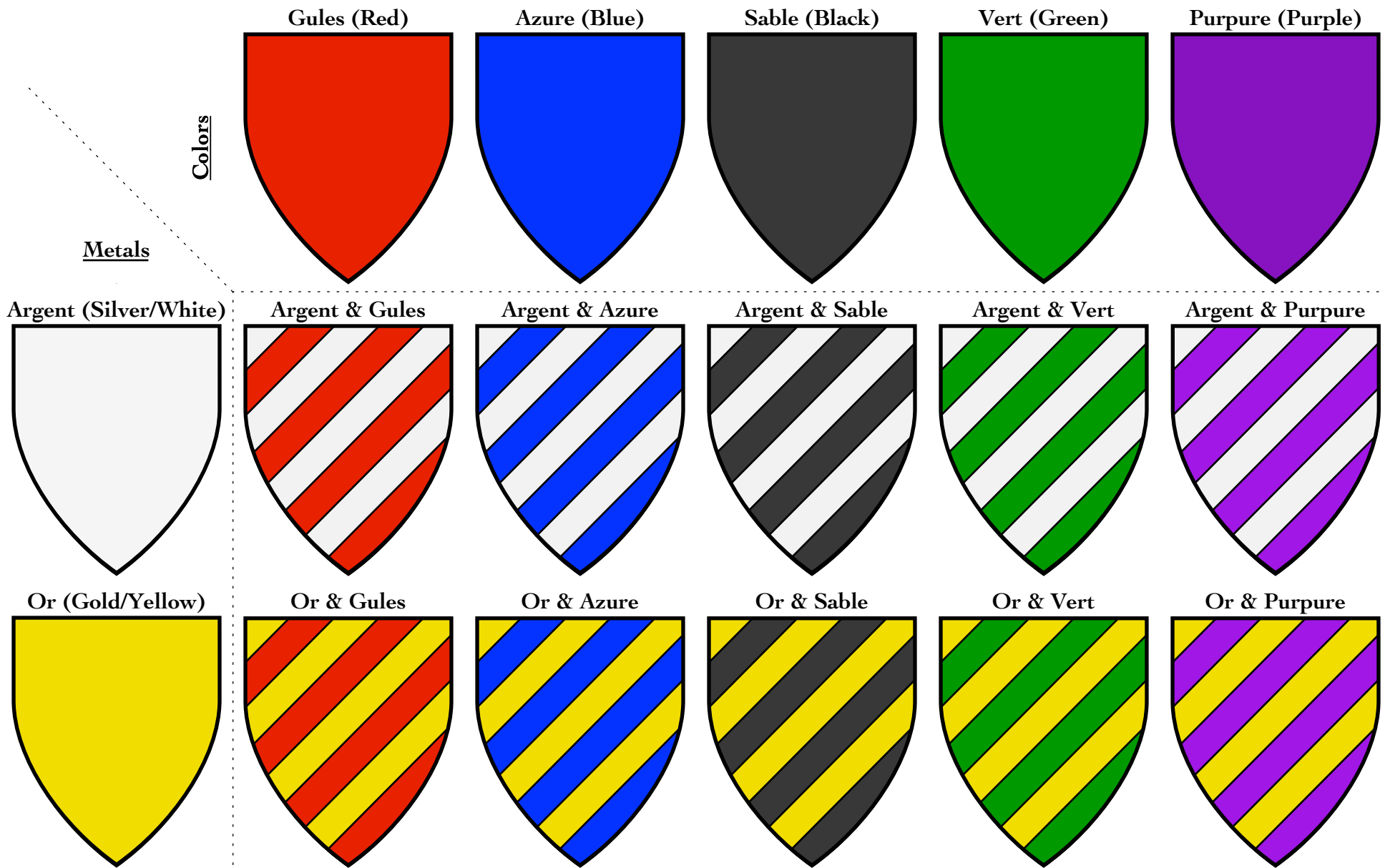
Appendix R:

Visual

Reference

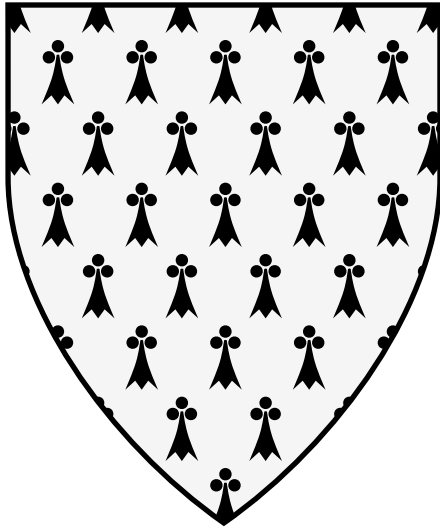


There are two light tinctures, named “metals”, and five darker ones, named “colors.”
In period armory, all were fairly common, except vert was less frequent and purple was rarer still.
In a few cases, items may instead be colored as they would be found in the world, called “proper.”
For example, some wooden objects may be colored brown, some stone objects may be gray, and people and some types of animals may be given natural skin tones.

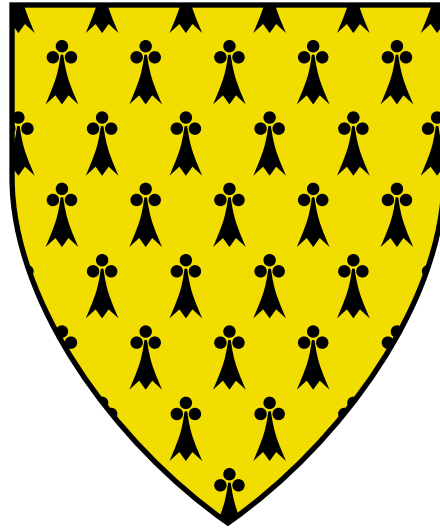


Any pairing of a metal and a color is said to have good contrast, producing the following ten combinations.

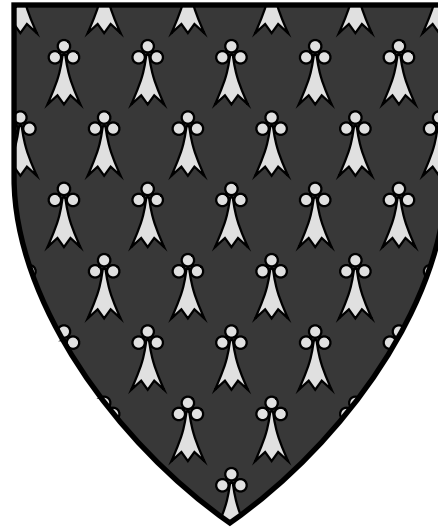
Ermine



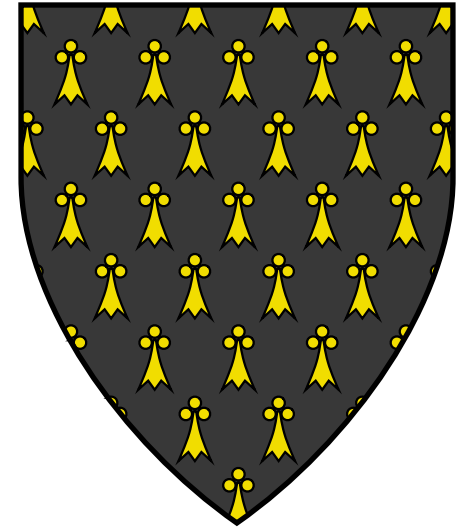
Ermois



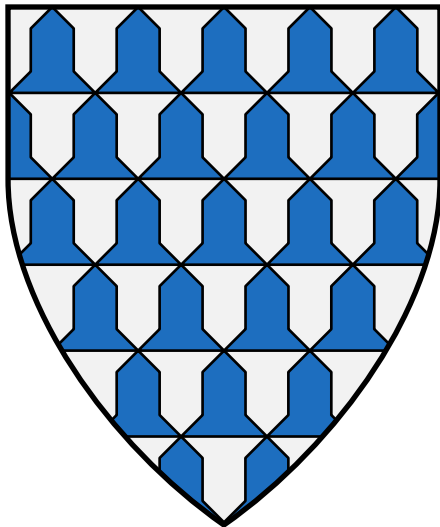
Counter-Ermine



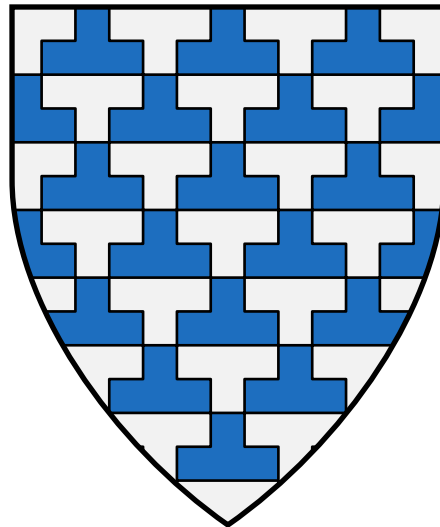
Peau



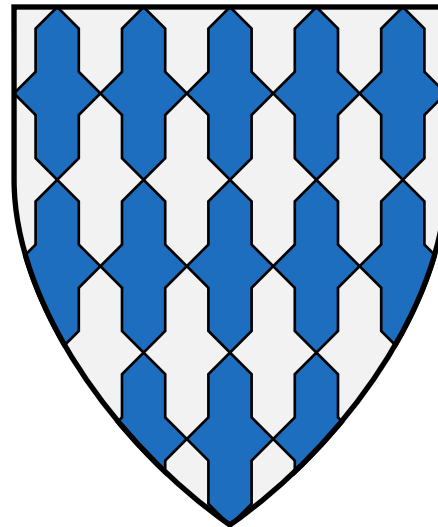
Vair



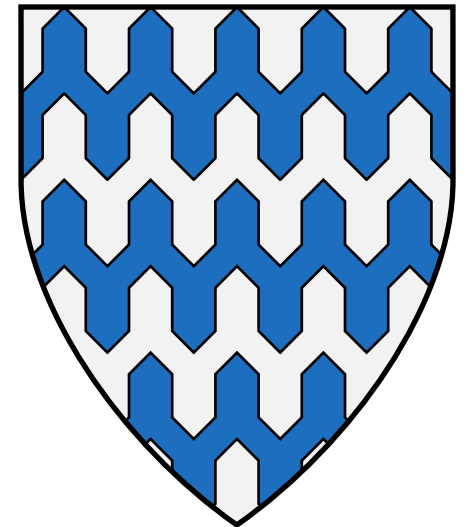
Potent



Counter-vair



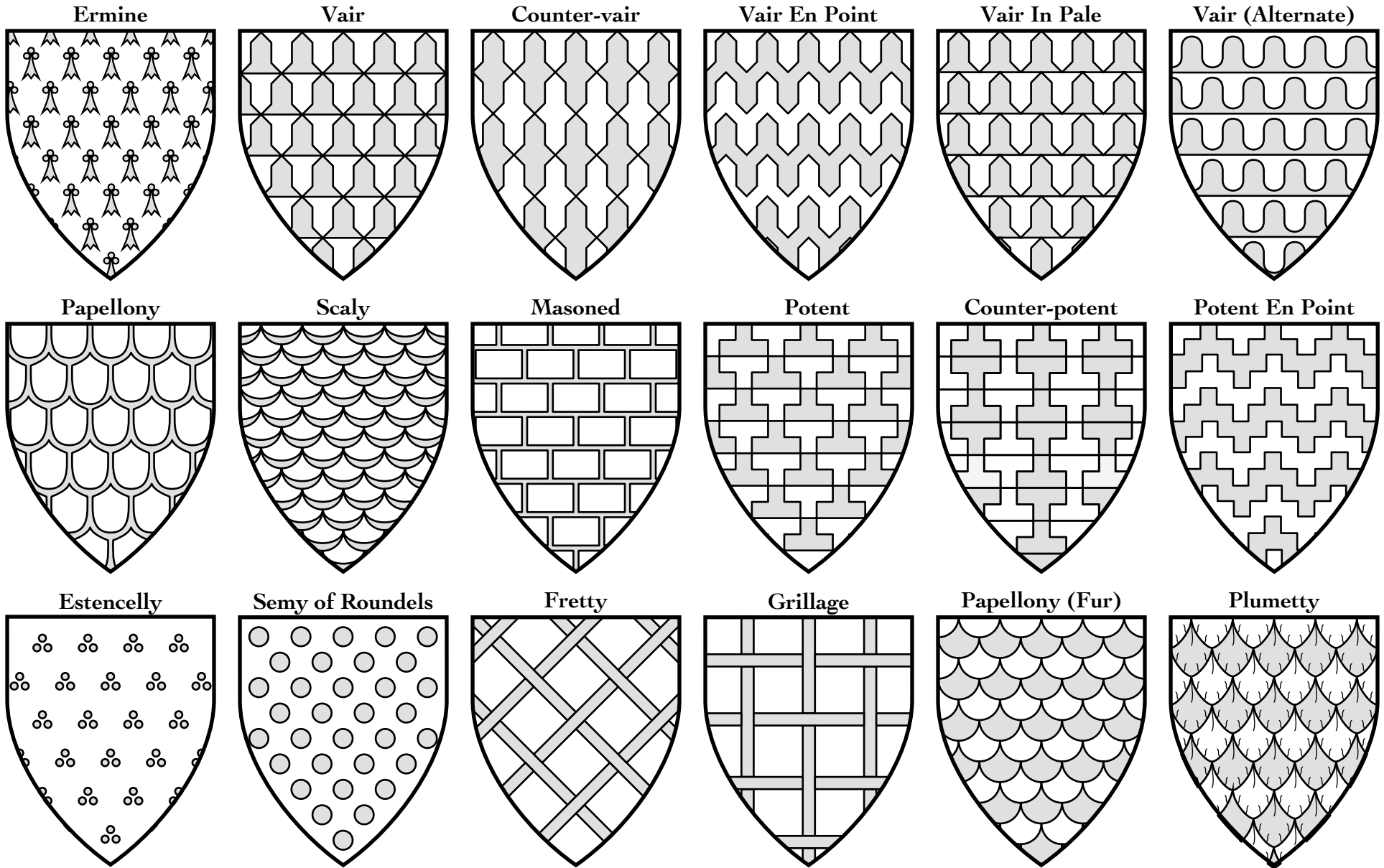
Vair En Point



Furs combine two tinctures into a repeating pattern, and are usually treated as a single tincture.

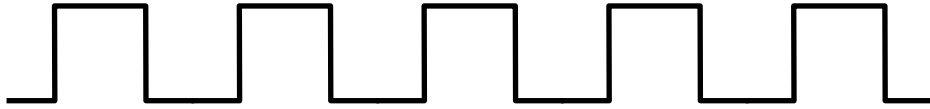
Ermine and erminois are considered metals while counter-ermine and peau are considered colours.

Vair and its relatives are considered neutral because they contain equal amounts of metal and colour.

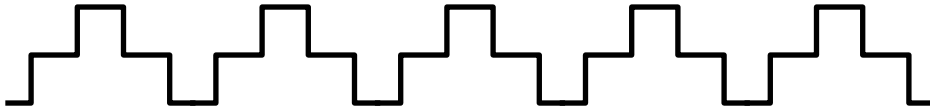


These combine two tinctures. Ermine and its relatives are furs. Vair and its relatives form the neutral furs, so called because they contain an equal amount of metal and colour. Masoned, papellony, and scaly are field treatments. Semys are formed by scattering a charge repeatedly over the field. Fretty and grillage are special charges which can extend to cover an area.

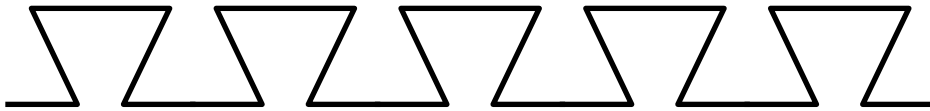
Embattled



Embattled Grady



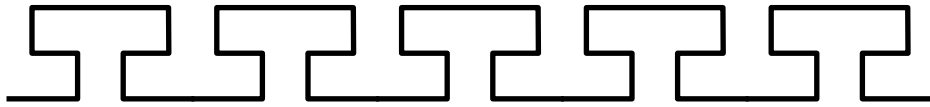
Dovetailed



Raguly



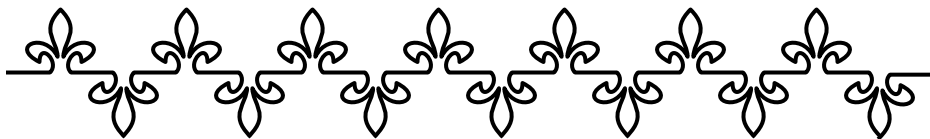
Potenty



Flory



Flory Counter-flory



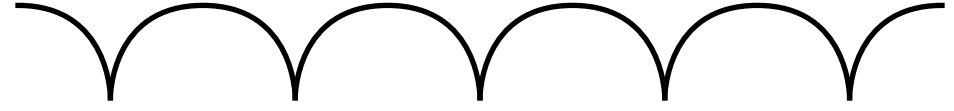
Indented



Engrailed



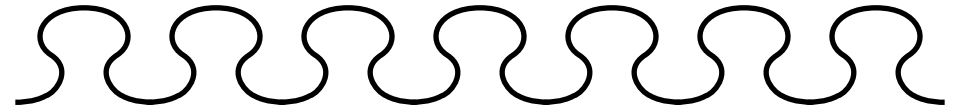
Invected



Wavy



Nebuly



Urdy



Rayonny



The straight edges of field divisions and ordinaries, known as “plain lines,” may be replaced with any of these complex line styles.

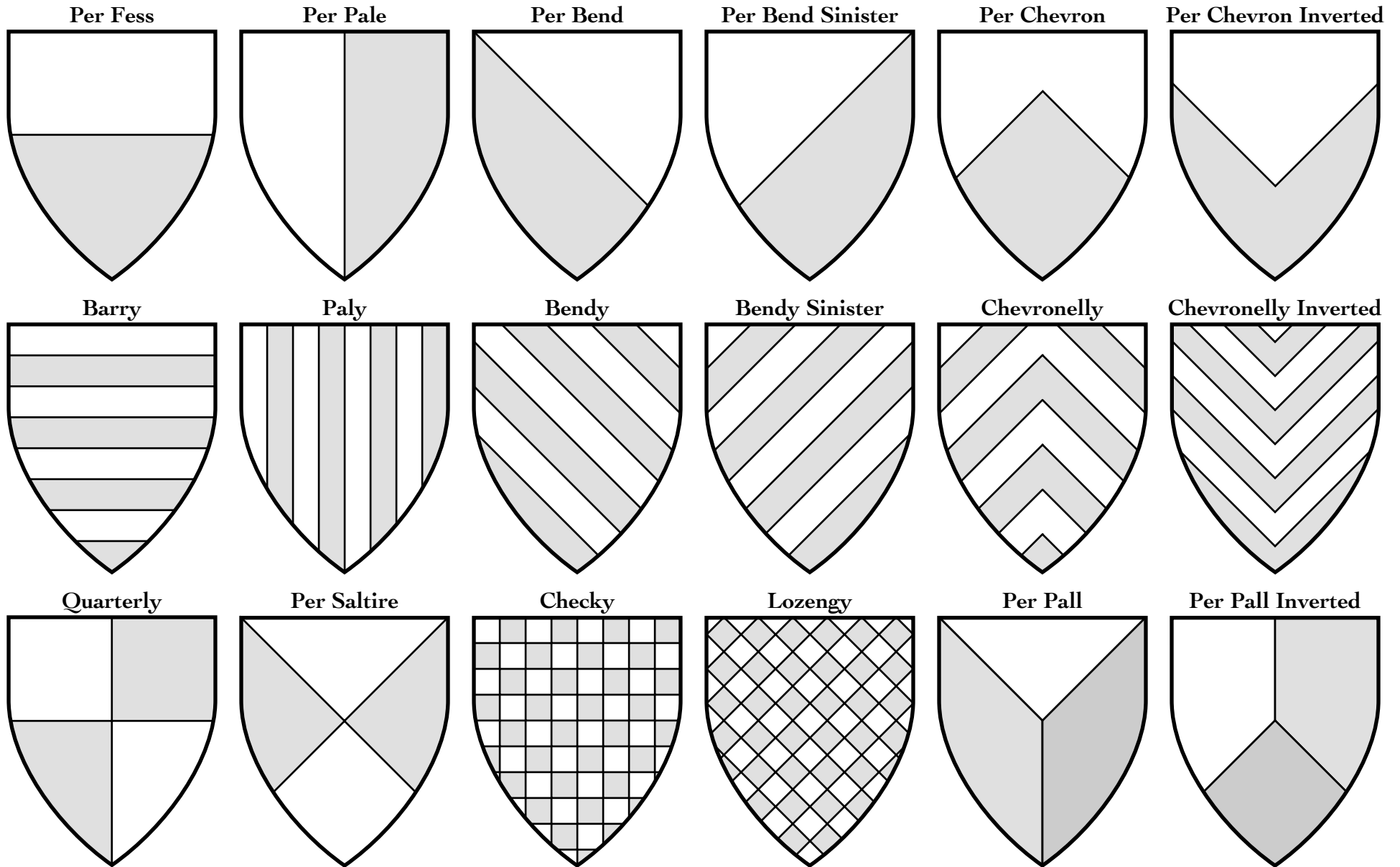
	Ordinary A ~	Division Per ~	Multiple Division ~y	Arranged In ~	Orientation ~wise
Fess					
Pale					
Bend					
Bend Sinister					
Chevron					
Chevron Inverted					

	Ordinary A ~	Division Per ~	Arranged In ~	Orientation In ~
Cross				
Saltire				
Pall				
Pall Inverted				

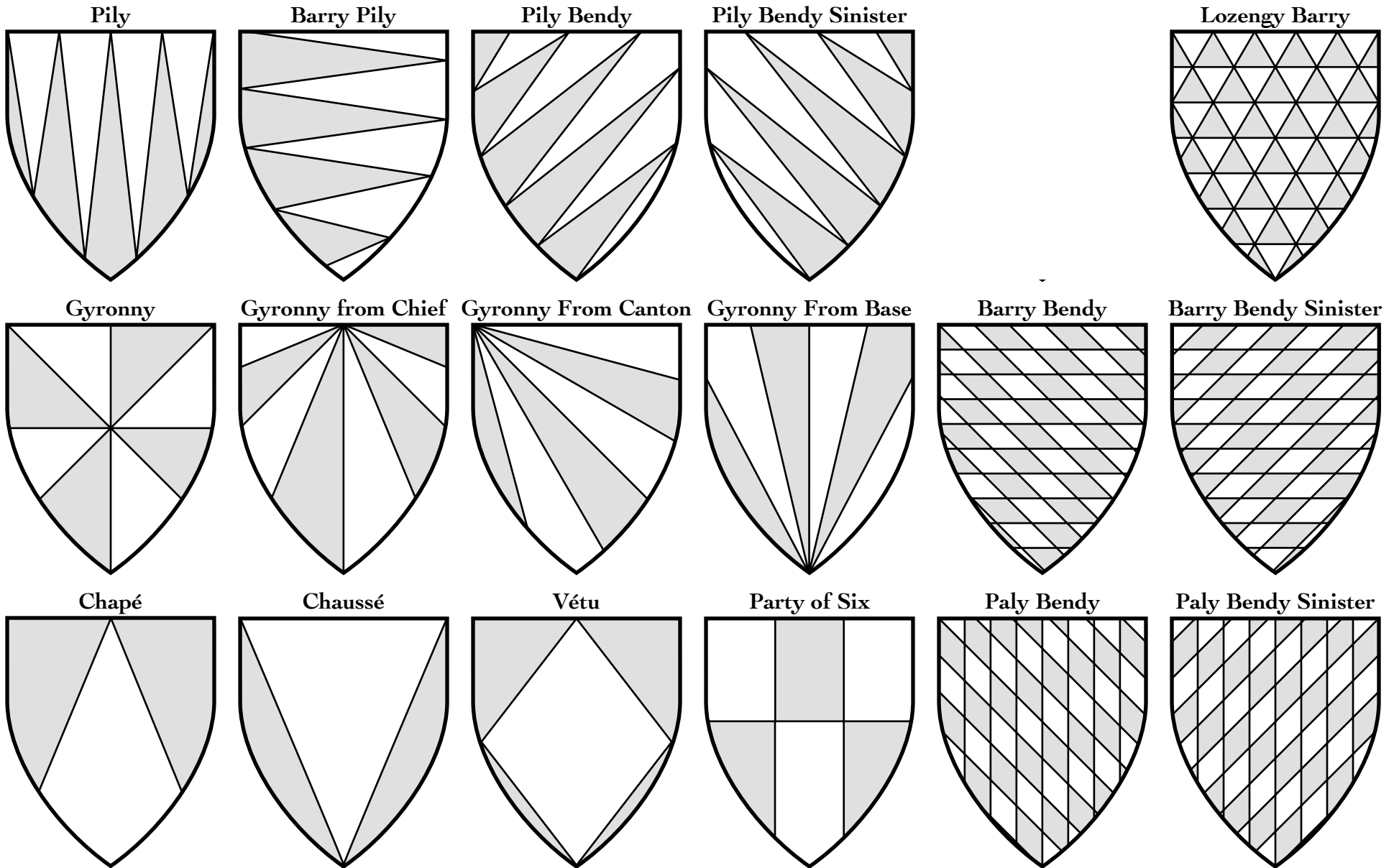
* There are some special cases where blazons don't follow the patterns shown above:
 Horizontal multiple division is blazoned "barry."
 A cross-wise division is blazoned "quarterly."
 The dexter-side ordinary is blazoned a "tierce," and the sinister a "tierce sinister."
 Arrangements may be blazoned by number, so three charges in chevron are "one and two," etc.

	Ordinary A ~	Location In ~	Orientation To ~
Chief			
Base			
Dexter			
Sinister			
Canton			
Sinister Canton			

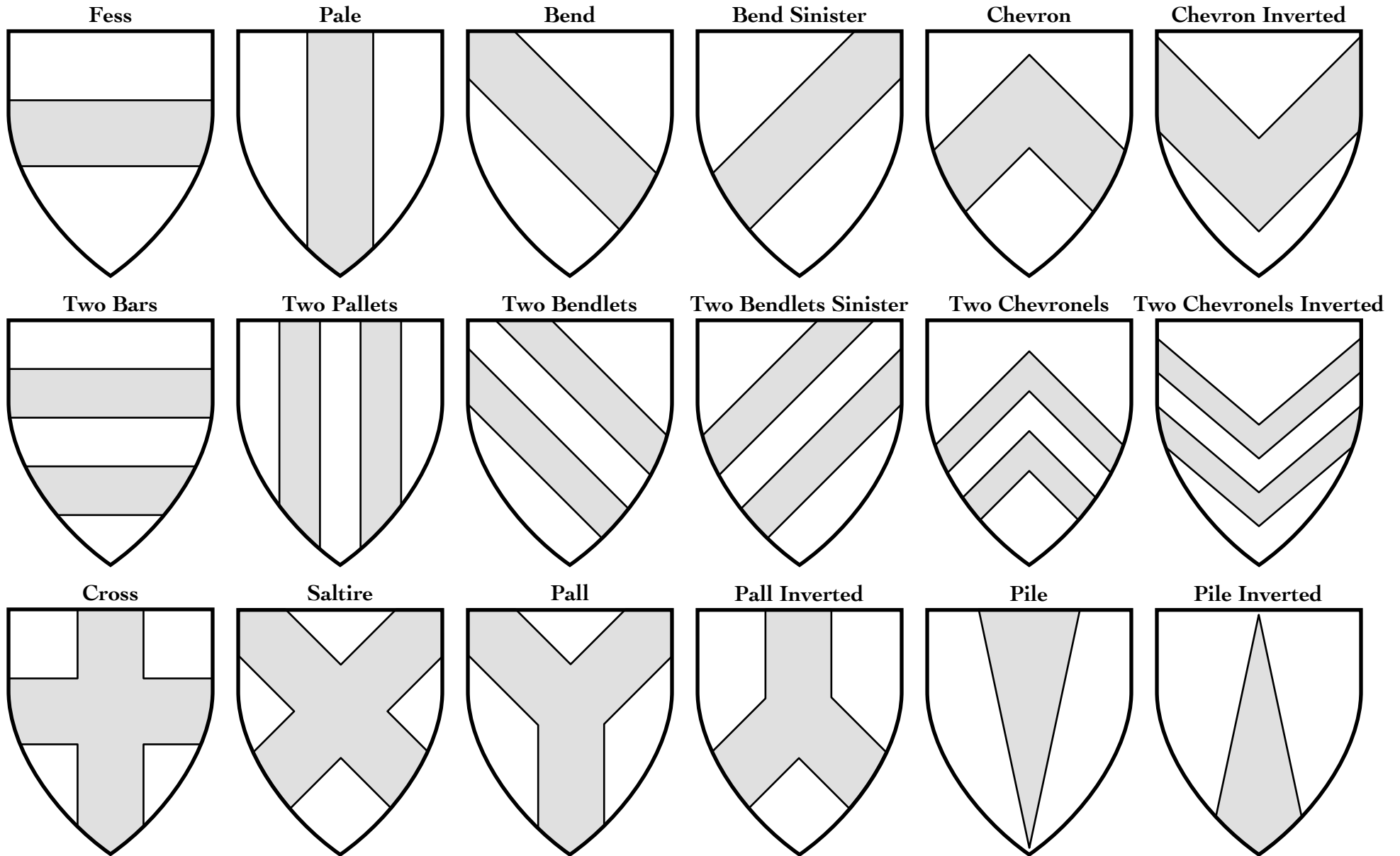
Adapted from *Yebuda's Guide to Commonly Confused Heraldic Terms* by Julieann Galak.



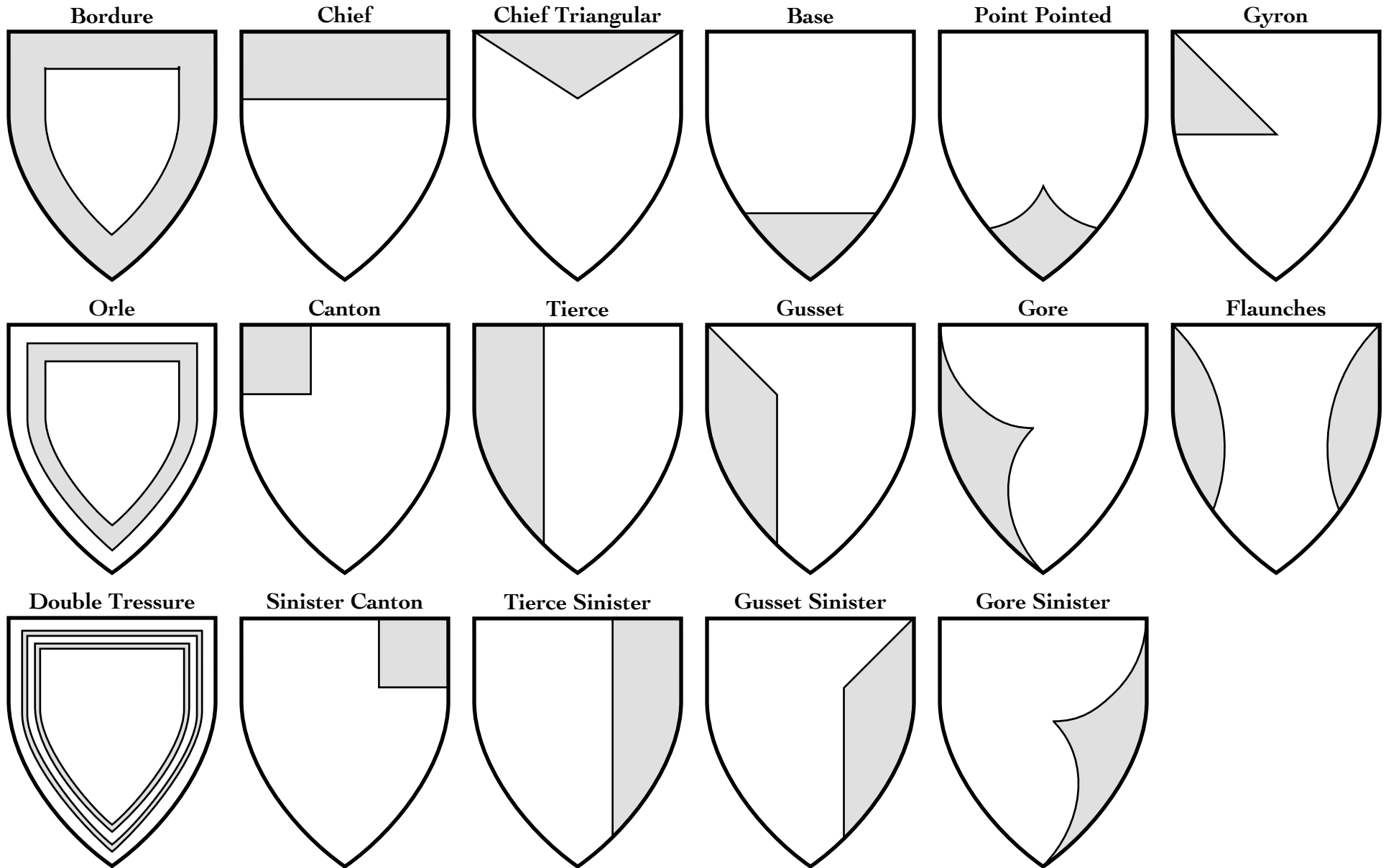
Simple divisions of two or four equal pieces may use any two tinctures. Divisions with more pieces must use two contrasting tinctures. Per pall and per pall inverted divide the field into three different tinctures, of which one or two must be a metal.



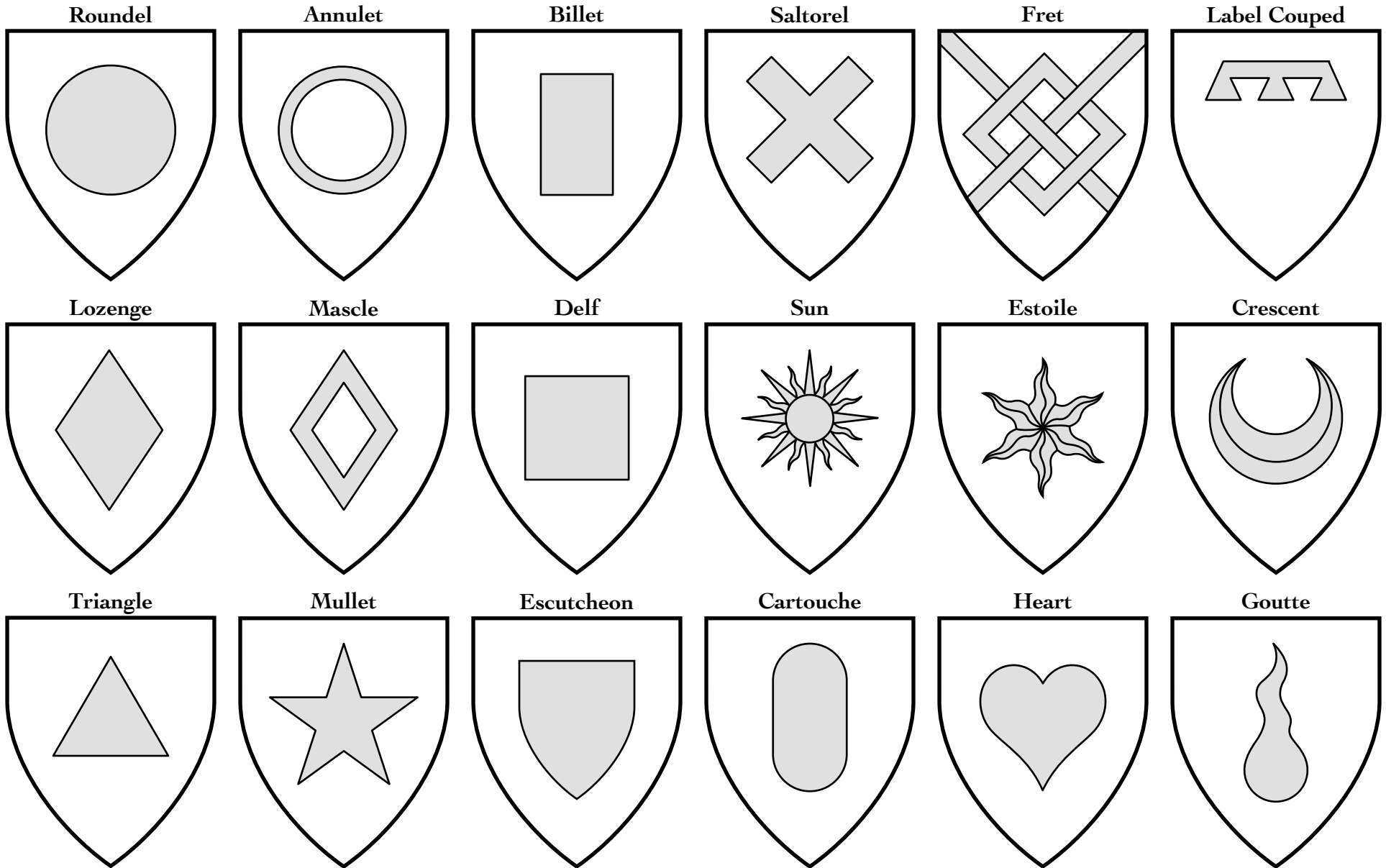
These divisions use two contrasting tinctures. Pily fields have triangles in parallel, while gyronny fields have triangles that meet at a point. Chapé, chaussé, and vétu each cloak the corners of the field in a contrasting tincture, which are typically not charged.



Ordinaries are simple geometric shapes that overlay the field; central ordinaries extend from the edge of the field and pass through its center. Many ordinaries have a different name, known as their “diminutives,” when there are two or more of them.

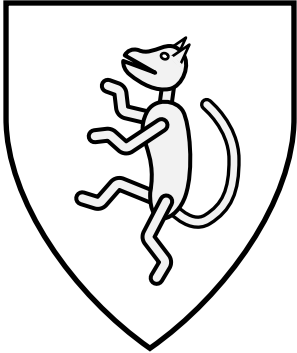


Ordinaries are simple geometric shapes that overlay the field; peripheral ordinaries follow the edge of the field but do not cross its center.

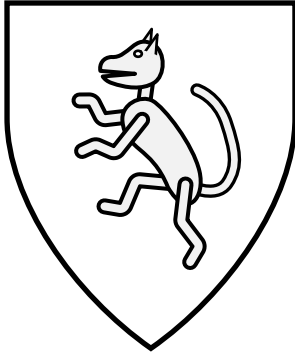


Mobile charges may be arranged in different locations on the field and made smaller or larger to fill the available space. The simplest charges are basic geometric shapes with few internal details.

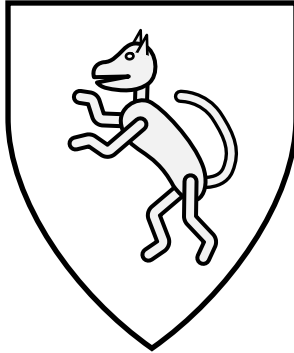
Rampant (early)



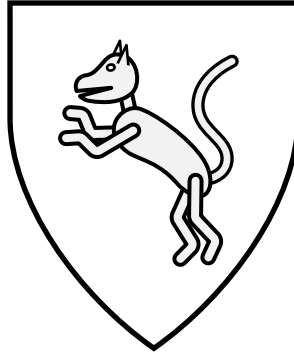
Rampant (late)



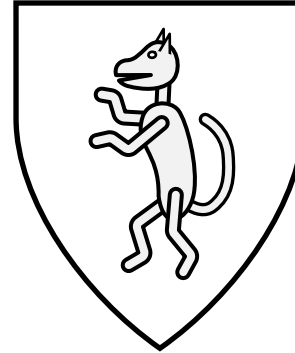
Salient (early)



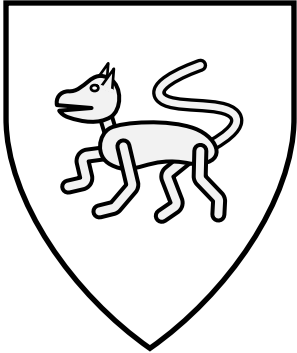
Salient (late)



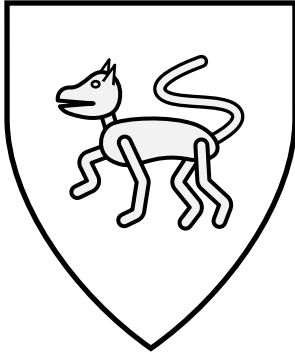
Statant Erect



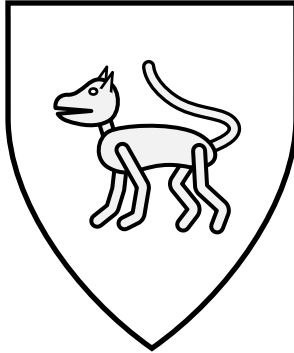
Passant (early)



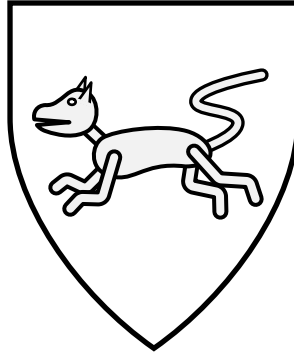
Passant (late)



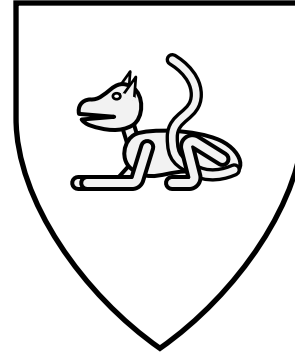
Statant



Courant



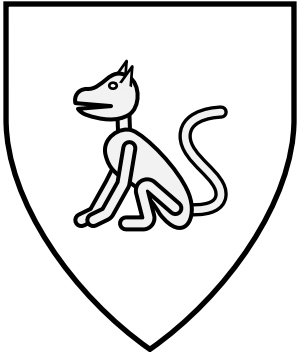
Couchant



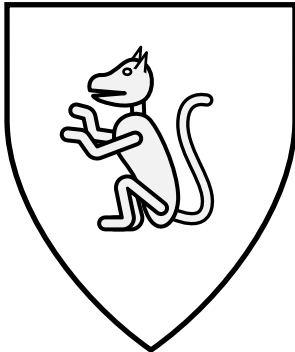
Dormant



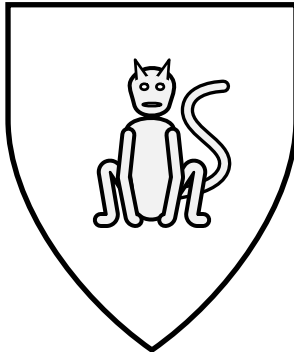
Sejant



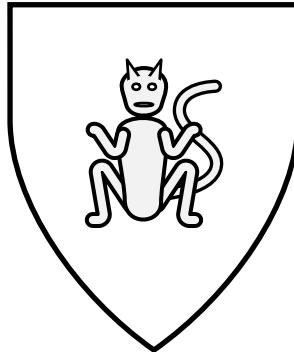
Sejant Erect



Sejant Affronty



Sejant Erect Affronty

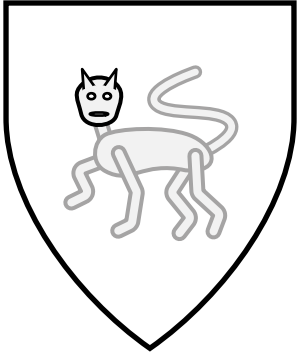


Ululant

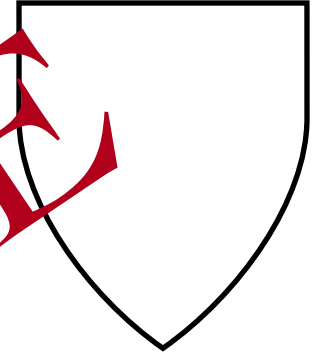
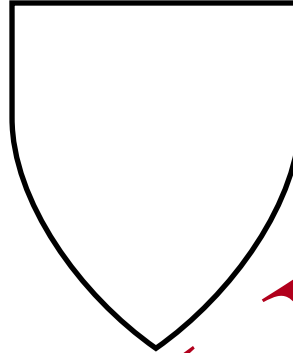
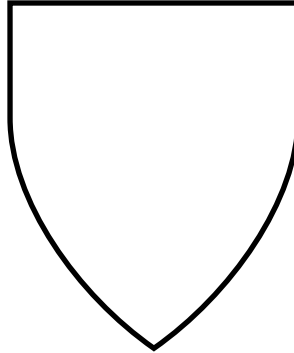
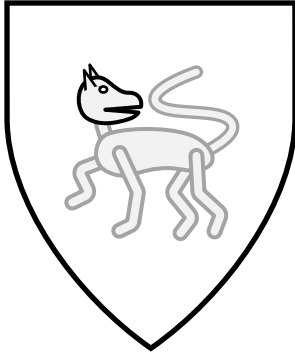


Quadrupeds are typically displayed in these standard postures.

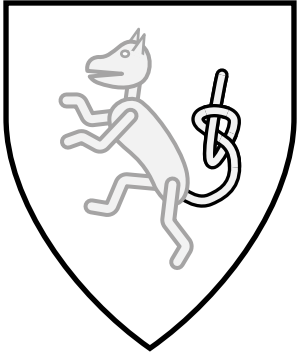
(Head) Gardant



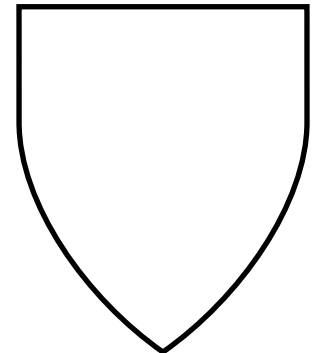
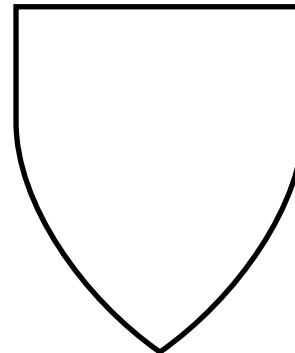
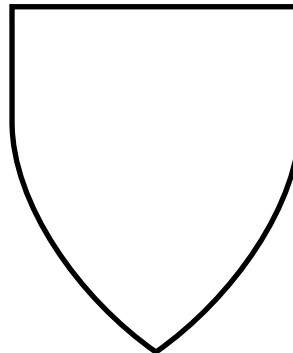
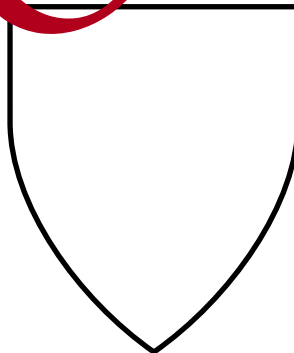
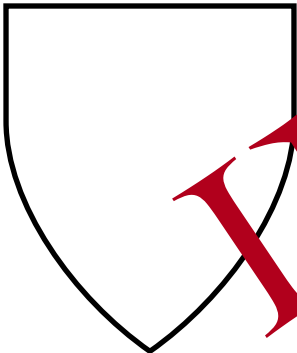
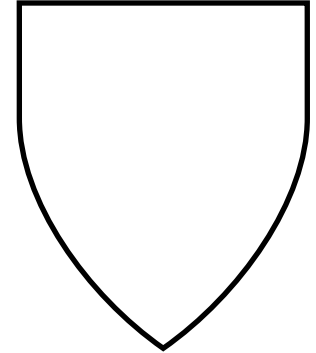
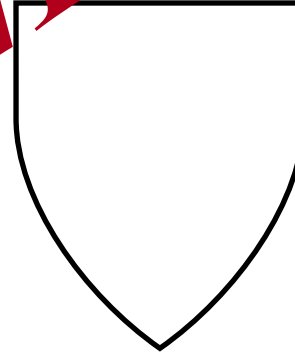
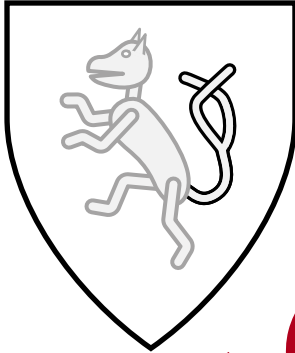
(Head) Regardant



Queue Nowed

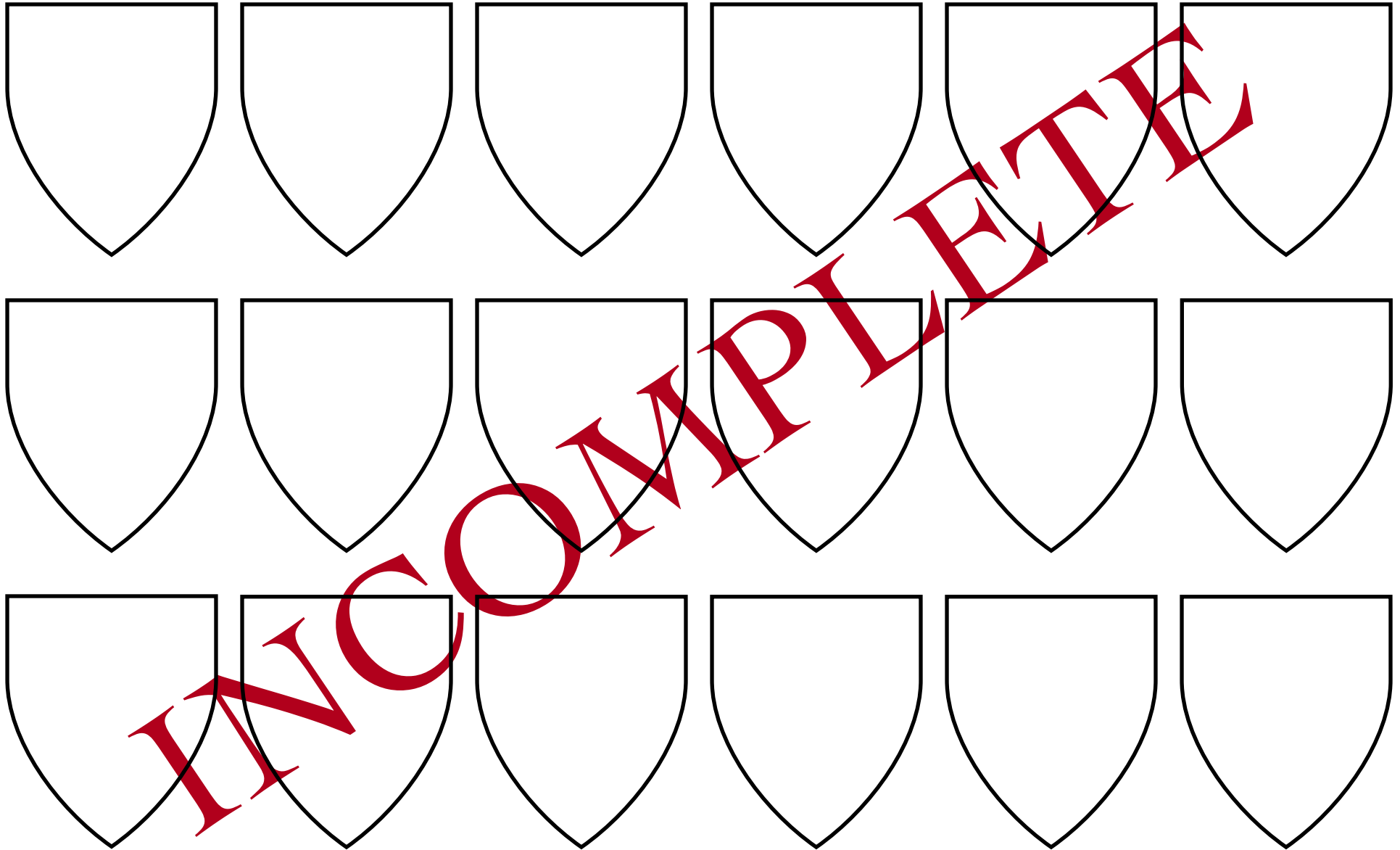


Queue Forchy



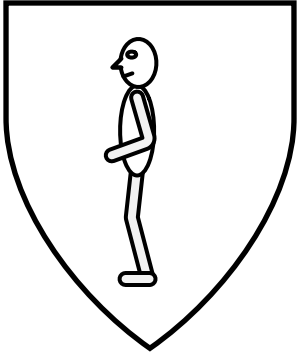
INCOMPLETE

Beyond the overall posture, specific characteristics of an animal may be blazoned with these terms.

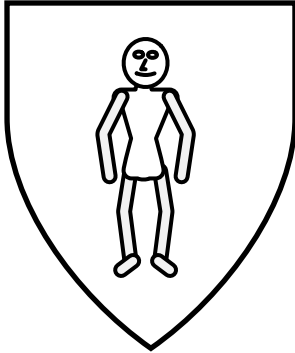


Birds are typically displayed in a few set postures.

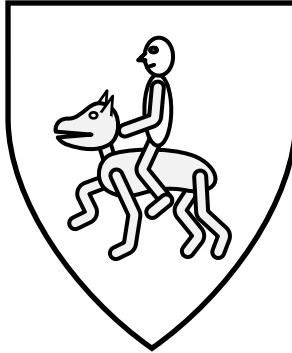
Person Statant



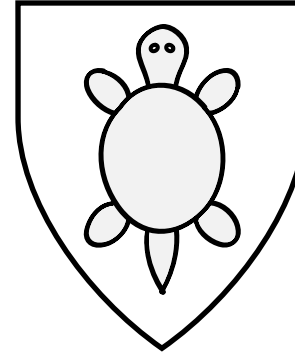
Person Affronty



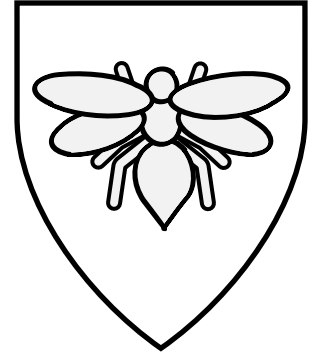
Person Mounted



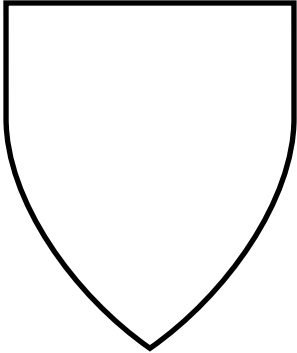
Reptile Tergiant



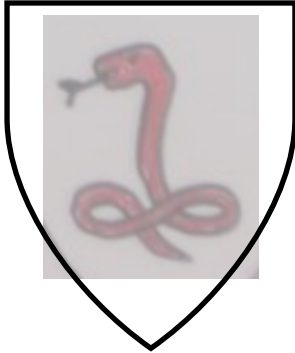
Insect Volant



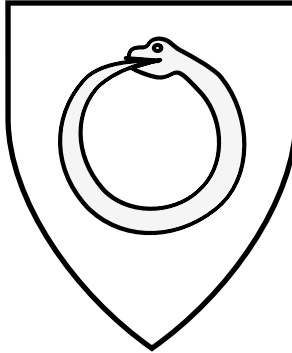
Serpent Glissant



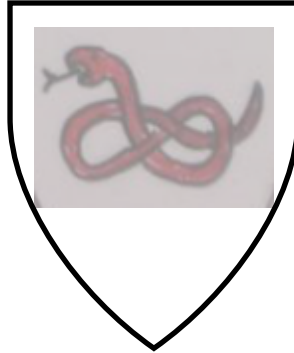
Serpent Erect



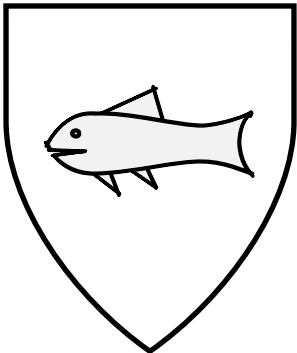
Serpent In Annulo



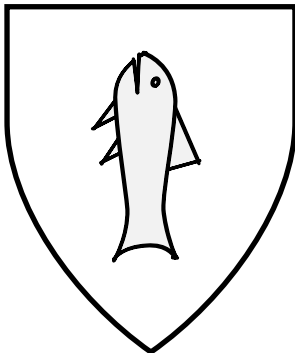
Serpent Nowed



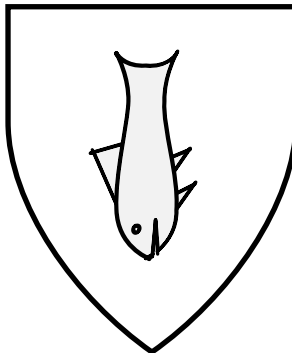
Fish Naiant



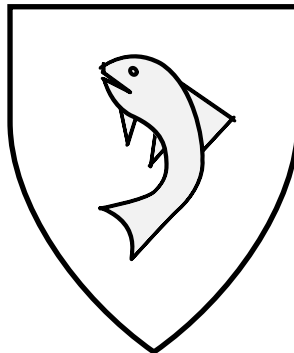
Fish Haurient



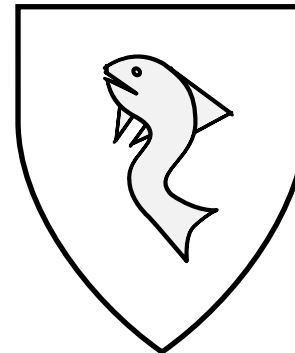
Fish Urinent



Fish Embowed



Counter-embowed



There are typical postures for people, fish, reptiles, and insects.