

INTRODUCTION

A coat of arms can be a complex affair with a variety of symbolic elements included. The core of it is a field of color with graphical or pictorial elements overlaid. This is a unique identifier that indicates a family and/or an individual. Its main use is to be painted on the owner's shield to identify them in the heat of battle. But it also can be used by warriors and non-warriors alike to proclaim their identity and may display it on property to indicate their ownership.

The following rules can be used by players to randomly generate a coat of arms for their PCs, as well as by GMs to quickly create them for NPCs.

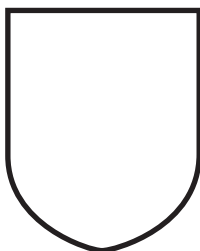
For Players- STEP ONE the shape of the Coat of Arms.

- » If a Fighting-Man the shape is a shield
- » If a Dwarf or a Viking, the shape may be a Roundel.
- » If a Cleric the shape is a Cartouche
- » If a Character, the shape is a Billet
- » If a woman the *traditional* shape is a Lozenge.
(However, Warrior-women, Amazons, Valkyries, and the like can choose to take a Shield Shape.)
- » Elves and Halflings do not normally take Coats of Arms, but may be granted them by a human king.

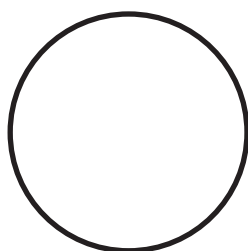
For GMs they can choose, or roll on this table for how a coat-of-arms is displayed, and how many ensigns surround it.

Roll		Roll	
1d10	How Displayed	1d10	Armorals Ensigns
1.	Banner	1.	Shield Only
2.	Billet	2.	Shield & Motto
3.	Square	3.	Shield, Motto & Helm
4.	Circle	4.	As above, plus Lambrequin (Mantling)
5.	Oval or Cartouche	5.	As above, plus Crest (Surmounting Helm)
6.	Shield	6.	As above, plus Supporter
7.	Riding Paraphernalia	7.	As above, plus second Supporter
8.	Sail	8.	As above, plus third Supporter
9.	Lozenge	9.	As above, plus fourth Supporter
10.	Tapestry	10.	As above, second helm

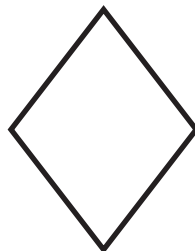
Shield



Roundel



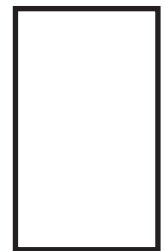
Lozenge



Cartouche



Billet



2 - Heraldry

TINCTURES

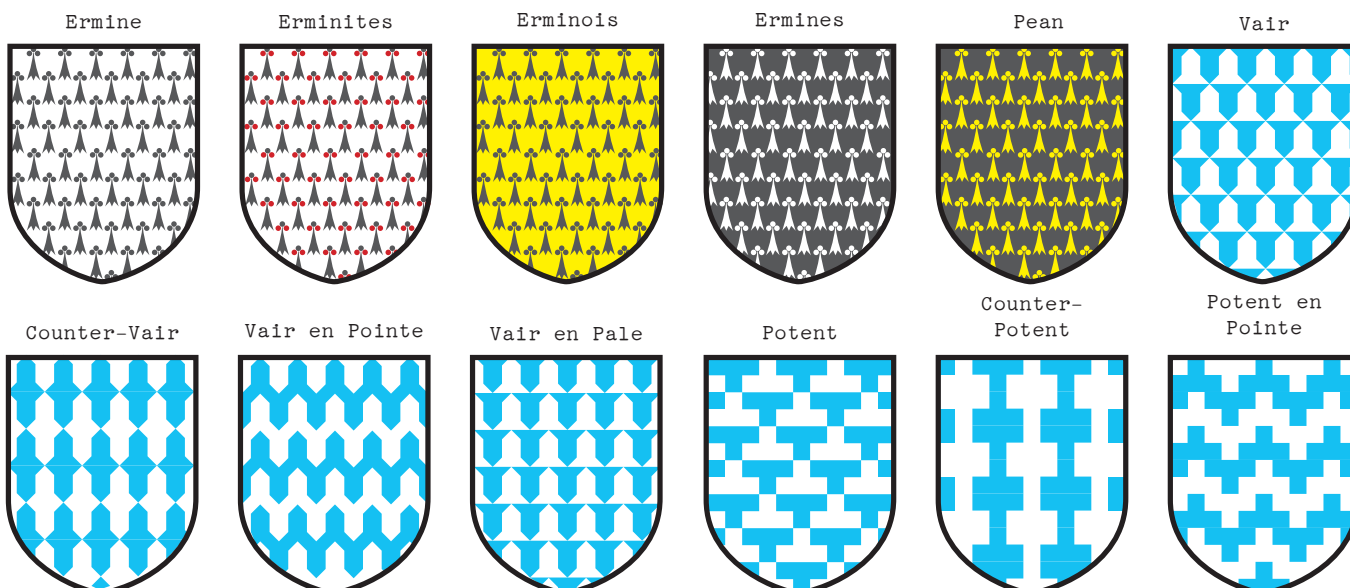
Roll on this table for each element of the coat of arms, i.e. for the field and for the partition pattern. (Alternately there is the common combinations table.)

STEP TWO: roll for the color of the Field Tincture. (The background color) Official name followed by modern name/description in parenthesis.

Roll 1d8	Tinctures	Roll 1d10	Uncommon Tinctures	Roll 1d12	Common 2 Color Combinations
1.	Or (Yellow or Metallic Gold)	1.	Murrey (Reddish Purple)	1.	Azure & Gules
2.	Argent (White or Metallic Silver)	2.	Tenné (Orange-Tawny)	2.	Azure & Vert
3.	Gules (Red)	3.	Brunâtre (Brown)	3.	Azure & Or
4.	Azure (Blue)	4.	Sanguine (Blood-Red)	4.	Azure & Sable
5.	Vert (Green)	5.	Earth-Colour (Ochre)	5.	Azure & Argent
6.	Purpure (Purple)	6.	Cendrée (Dark Grey)	6.	Gules & Vert
7.	Sable (Black)	7.	Bleu celeste (Sky Blue)	7.	Gules & Or
8.	UNCOMMON §	8.	Carnation (Peach Color)	8.	Gules & Argent
		9.	Orange	9.	Gules & Sable
		10.	FUR §	10.	Vert & Argent
				11.	Vert & Or
				12.	Or & Sable

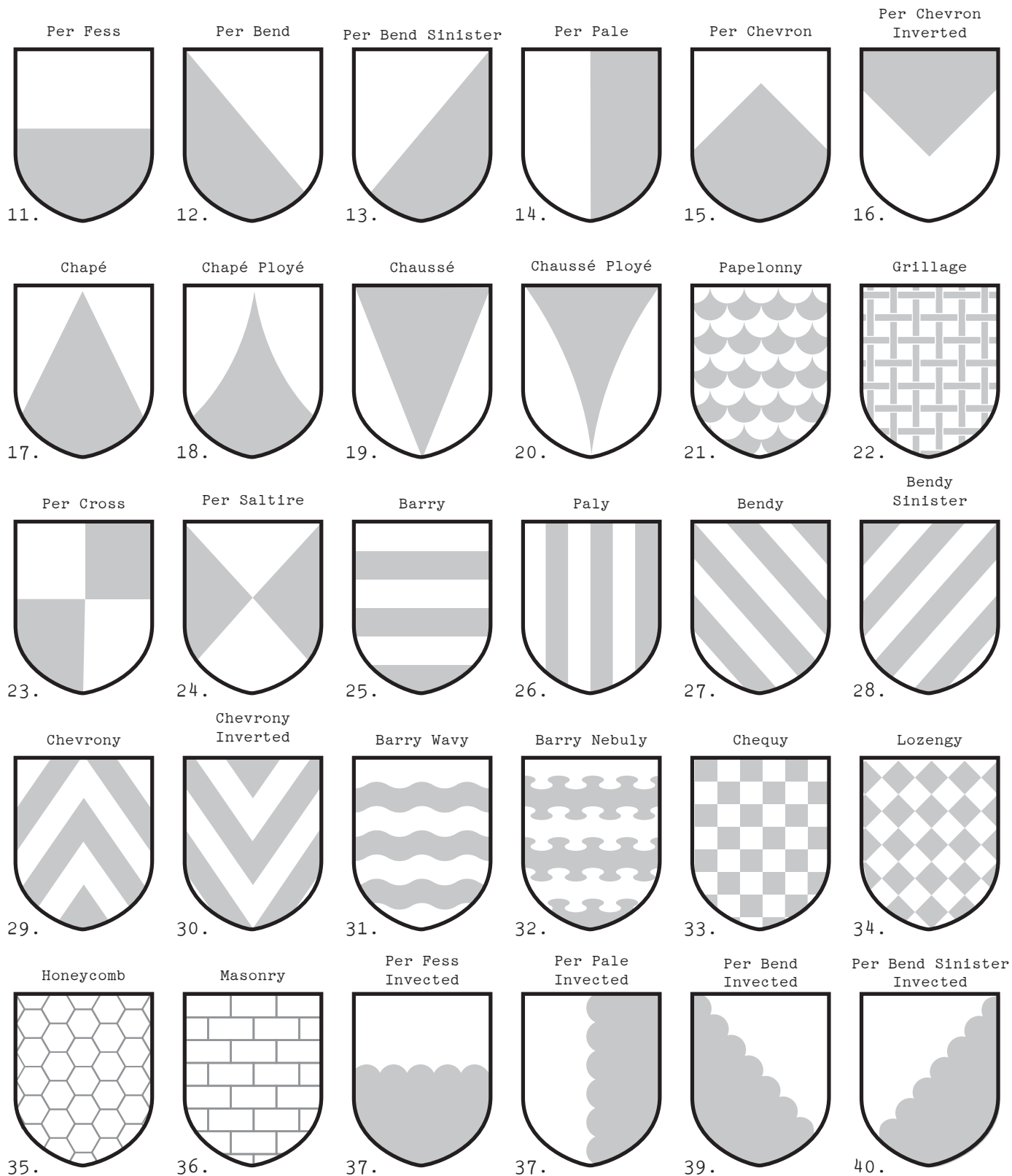
Roll					
1d12	Furs*	Coloring		Furs	Coloring
1.	Ermine	Argent with Sable Spots	7.	Counter-Vair	Azure & Argent
2.	Erminites	Argent with two Gules Spots	8.	Vair en Pointe	Azure & Argent
3.	Erminoise	Or with Black Spots	9.	Vair en Pale	Azure & Argent
4.	Ermines	Sable with Argent Spots	10.	Potent	Azure & Argent
5.	Peau	Sable with Or Spots	11.	Counter-Potente	Azure & Argent
6.	Vair	Azure & Argent	12.	Potent en Pointe	Azure & Argent

* Furs are geometric patterns representing stylized pelts. They are treated like Tinctures for coloring fields and Ordinaries/Subordinaries.



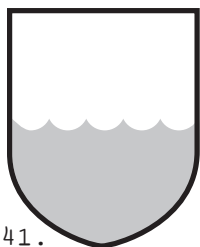
PARTITIONS

STEP THREE: Roll 1d100 for Field Partitions. A result of 1-10 indicates no partitions, and that the field is a single solid color. If you roll the same color adjacent, you can reroll the second roll, or choose it to be different shades of that color. The light grey indicates a second color to be rolled. (Pg. 2)



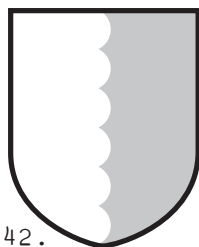
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Per Fess
Engrailed



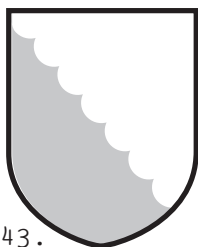
41.

Per Pale
Engrailed



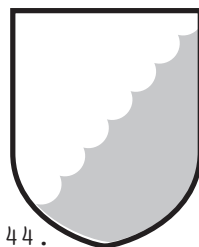
42.

Per Bend
Engrailed



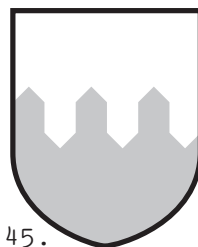
43.

Per Bend Sinister
Engrailed



44.

Per Fess Urdy



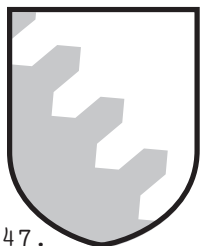
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Per Pale Urdy



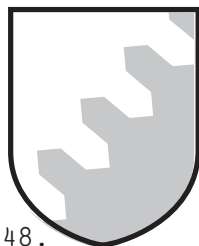
46.

Per Bend Urdy



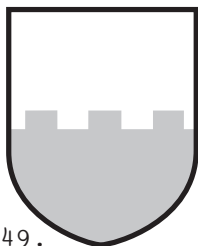
47.

Per Bend
Sinister Urdy



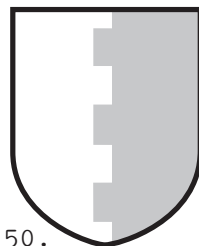
48.

Per Fess
Embattled



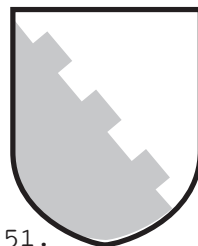
49.

Per Pale
Embattled



50.

Per Bend
Embattled



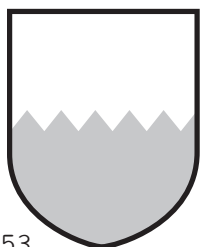
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Per Bend Sinister
Embattled



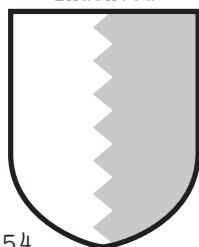
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Per Fess
Indented



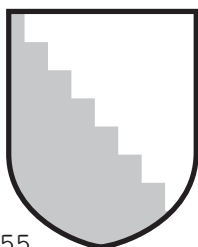
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Per Pale
Indented



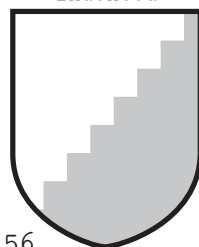
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Per Bend
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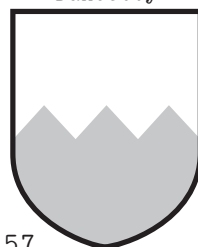
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Indented



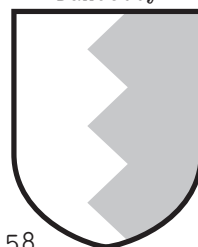
56.

Per Fess
Dancetty



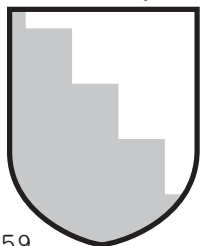
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Per Pale
Dancetty



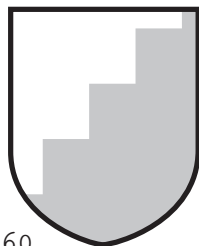
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Per Bend
Dancetty



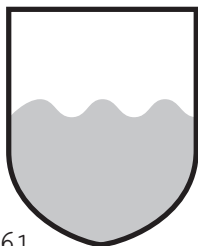
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Per Bend Sinister
Dancetty



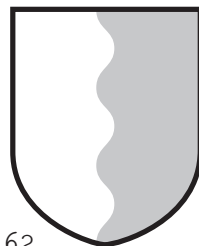
60.

Per Fess Wavy



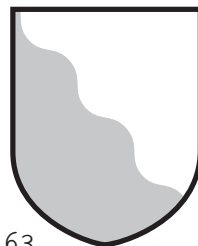
61.

Per Pale Wavy



62.

Per Bend Wavy



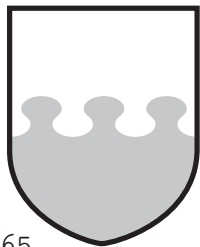
63.

Per Bend Sinister
Wavy



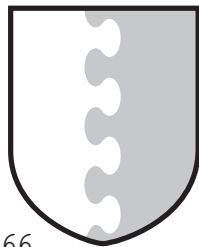
64.

Per Fess Nebuly



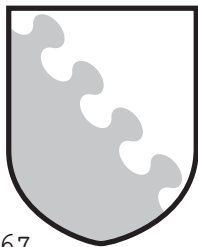
65.

Per Pale Nebuly



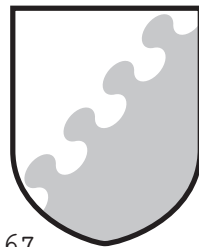
66.

Per Bend Nebuly



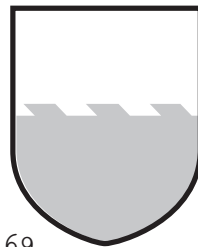
67.

Per Bend Sinister
Nebuly



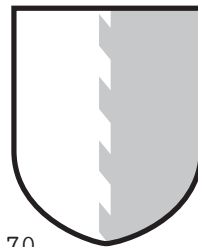
67.

Per Fess Raguly

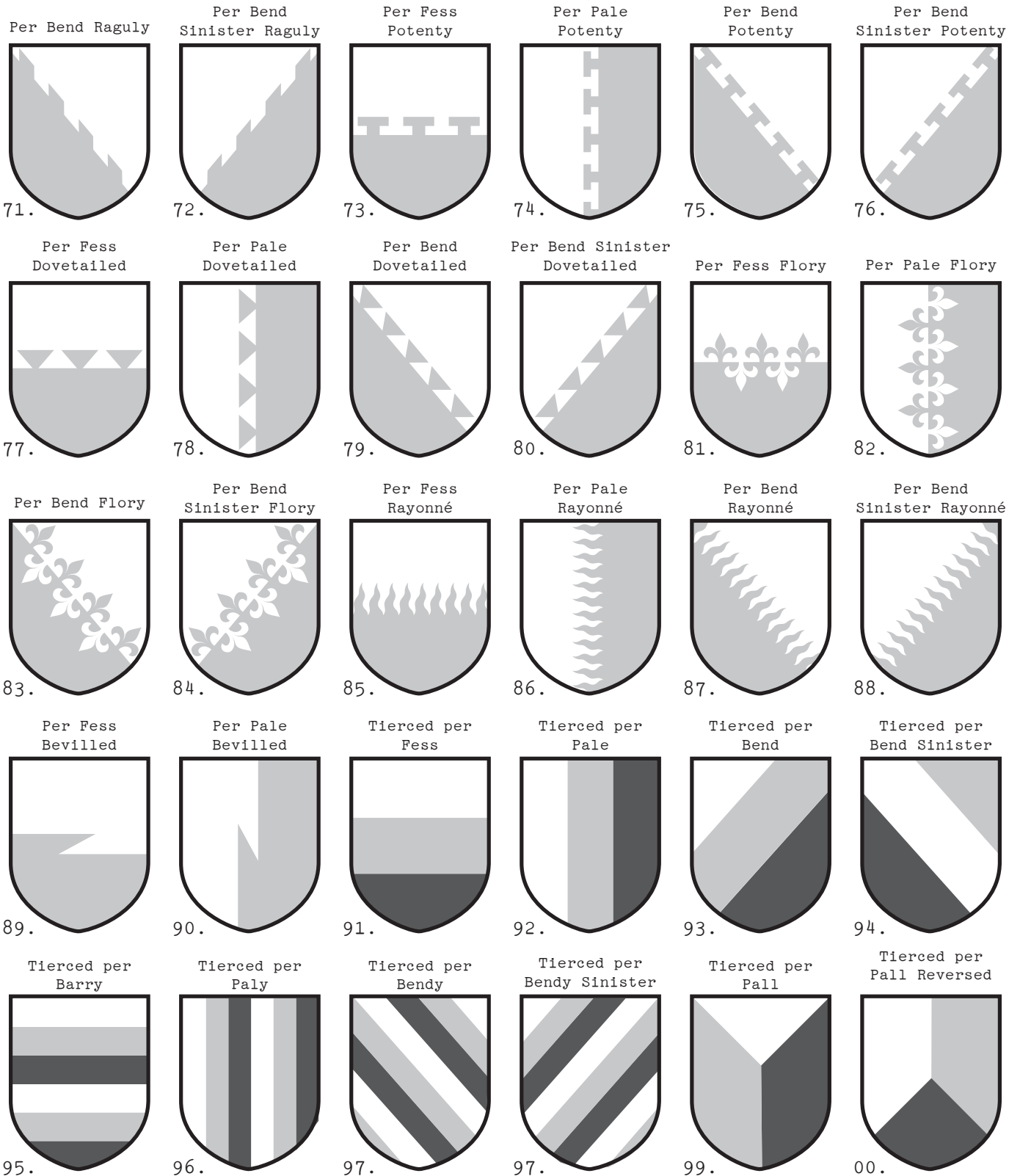


69.

Per Pale Raguly



70.



Note: For Tierced (tricolor) Fields, the darker gray is the third color to be rolled.

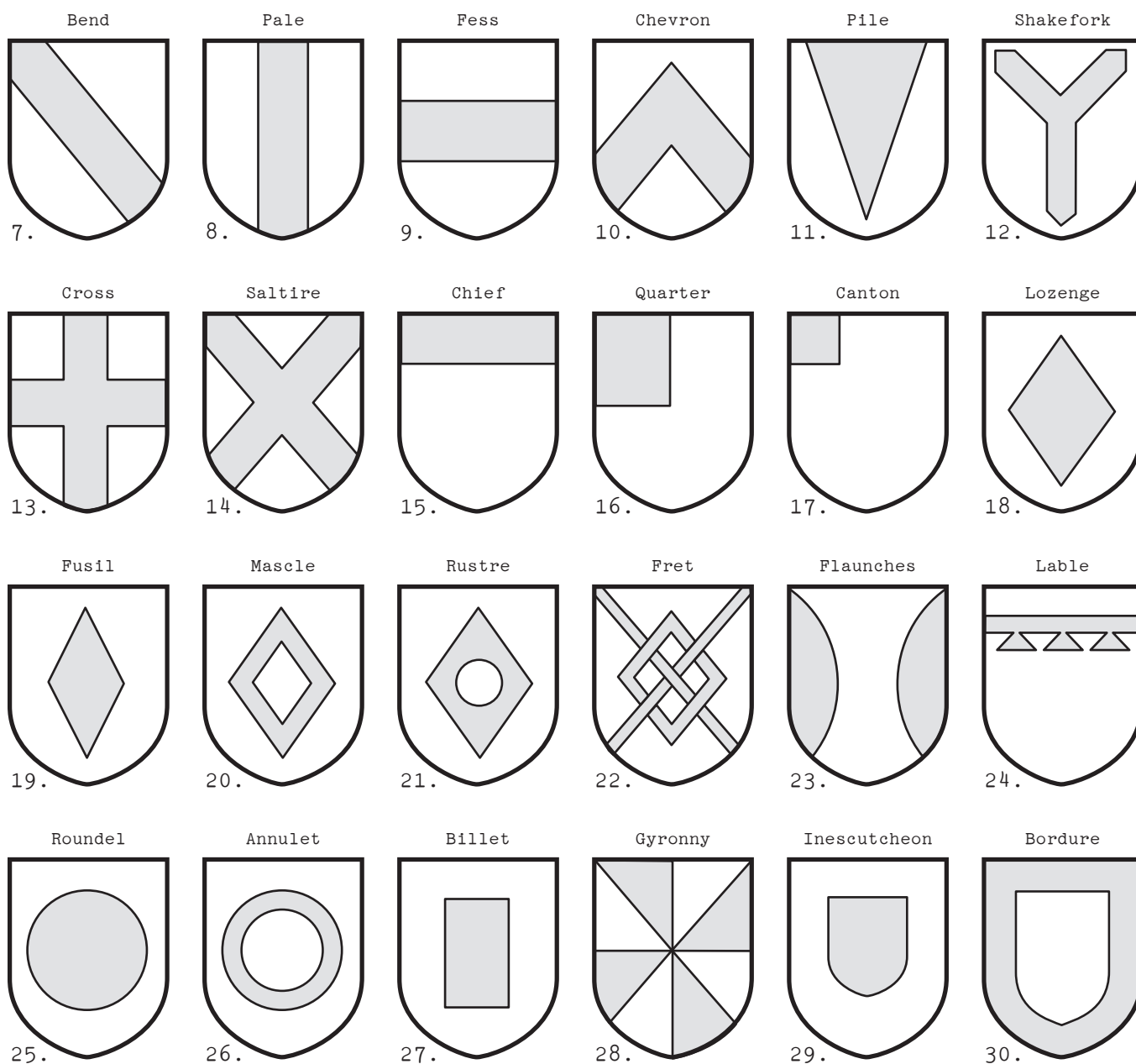
6 - Heraldry

FIRST CHARGE

STEP 4: Once you have the color(s) of your field, the next step is to roll for a First Charge. (Sometimes referred to as the Ordinaries & Subordinaries.)

All Charges lie on top of the field and its partitions. If the partition and the first charge conflict aesthetically, feel free to adjust the size or position of the first charge.

Roll a d30. A result of 1-6 means no First Charge, proceed to the charges roll.



PRINCIPAL CHARGES

STEP 5: Roll 1d20 for Charges

Roll

1d20

1-5.	None
6-12.	Primary Charge
13-17.	Semé Charges (1d8+2)
18	Roll for 2 charges and mix as Semé charges*
19	Roll for 2 charges and Combine for a Principal Charge
20	Roll for 2 charges and Combine for Semé charges

*Roll 1d8+2 for the number of charges, but roughly split between the two charge types,

CHARGES

STEP 6: Roll 1d12 for the Table, and then 1d20 for the Charge. (See next page)

- A Primary Charge is a single large element usually centered on the Field.
 - A Semé Charge (or scattered charge) is an element that is depicted small, and repeated across the field in a regular pattern. (Roll 1d8+2 for the number.)
 - A combined charge is when two charges are rolled, and elements of the second are incorporated into the first. (Such as rolling a Lion and an Eagle, could mean they are combined into a winged Lion. Or a rolling a hand and a key would mean the hand is holding the key.)
- But if the combination seems impossible one of the charges could be picked and given double the normal number of heads, limbs, horns, etc.)



8 - Heraldry

Roll 1d20	Table 1	Roll 1d20	Table 2	Roll 1d20	Table 3
1.	Mounted Warrior	1.	Winged-Lion	1.	Merman
2.	Goddess Fortuna	2.	Lindworm	2.	Mermaid
3.	Skeleton Figure	3.	Demi-Lion	3.	Sea-Horse
4.	Wild Man's Head	4.	Tyger	4.	Sea-Dog
5.	Orc's Head	5.	Pegasus	5.	Sea lion
6.	Woman's Head	6.	Winged Stag	6.	Dolphin
7.	Child's Head	7.	Dragon	7.	Crab
8.	Saint	8.	Unicorn	8.	Eel
9.	Armored Figure	9.	Gryphon	9.	Carp
10	Ogre	10	Wyvern	10	Melusine
11.	Woman	11.	Cockatrice	11.	Sea Serpent
12.	Crone	12.	Sphinx	12.	Salamander
13.	Demon/Devil	13.	Centaur	13.	Ged (Pike)
14.	Lycanthrope	14.	Satyr	14.	Frog
15.	Fang	15.	Harpy	15.	Lucy (Perch)
16.	Eye	16.	Opinicus	16.	Pelican
17.	Heart	17.	Phoenix	17.	Octopus
18.	Hand	18.	Amphisboena	18.	Nixie
19.	Foot	19.	Enfield	19.	Shark
20.	Triskelion	20.	Manticore	20.	Kraken

Roll 1d20	Table 4	Roll 1d20	Table 5	Roll 1d20	Table 6
1.	Fox	1.	Talbot (Dog)	1.	Thrush
2.	Ram	2.	Bull	2.	Dove
3.	Sheep	3.	Stag	3.	Martlet
4.	Goat	4.	Reindeer	4.	Swan
5.	Elephant	5.	Hart	5.	Rooster
6.	Hare	6.	Boar	6.	Stork
7.	Ape	7.	Horse	7.	Raven
8.	Otter	8.	Bear	8.	Owl
9.	Urcheon (hedgehog)	9.	Leopard	9.	Magpie
10	Beaver	10	Cat	10	Eagle
11.	Brock (Badger)	11.	Bengal Tiger	11.	Falcon
12.	Camel	12.	Wolf	12.	Dragonfly
13.	Porcupine	13.	Lobster	13.	Snail
14.	Bat	14.	Pine Cone	14.	Wasp
15.	Tortoise	15.	Spade	15.	Cricket
16.	Serpent	16.	Estoile	16.	Bee
17.	Crocodile	17.	Fountain	17.	Grasshopper
18.	Lizard	18.	Walled City	18.	Ant
19.	Rat	19.	Mountain	19.	Butterfly
20.	Mole	20.	Volcano (erupting)	20.	Gadfly

Roll 1d20	Table 7	Roll 1d20	Table 8	Roll 1d20	Table 9
1.	Oak Tree	1.	Swords	1.	Book
2.	Fir Tree	2.	Catapult	2.	Bucket
3.	Cedar Tree	3.	Bridge	3.	Escallops
4.	Maple Tree	4.	Scimitar	4.	Ladder
5.	Dogwood Tree	5.	Firebrand	5.	Lantern
6.	Mountain Ash Tree	6.	Mace	6.	Tuns (Barrel)
7.	Laurel Tree	7.	Battleaxe	7.	Wheel
8.	Poplar Tree	8.	Hammer	8.	Dagger
9.	Holly	9.	Anchor	9.	Bell
10.	Trefoil	10.	Anvil	10.	Torse
11.	Quatrefoil	11.	Castle	11.	Buckle
12.	Turnip	12.	Tower	12.	Cauldron
13.	Rose	13.	Arrows	13.	Chess-Rook
14.	Thistle	14.	Spears	14.	Crescent
15.	Garb Of Wheat	15.	Battering Ram	15.	Cushion
16.	Fleur-de-lis	16.	Portcullis	16.	Escarbuncle
17.	Grapes	17.	Beacon	17.	Key
18.	Apple	18.	Pole-Arm	18.	Flames of Fire
19.	Pear	19.	Lance	19.	Clarion
20.	Acorn	20.	Javelin	20.	Trumpet

Roll 1d20	Table 10	Roll 1d20	Table 11	Roll 1d20	Table 12
1.	Olive Branch	1.	Stone Block	1.	Mirror
2.	Mandrake	2.	Scales	2.	Lymphad (Galley)
3.	Garlic	3.	Mound Of Salt	3.	Dragon Ship
4.	Onion	4.	Dice	4.	Clouds
5.	Carrot	5.	Quill Pen	5.	Rainbow
6.	Parsley	6.	Candle	6.	Thunderbolt
7.	Plumline	7.	Ingots of Gold	7.	Mullet
8.	Builders Square	8.	Pillory	8.	Moon-in-Plenitud
9.	Hour Glass	9.	Hock Of Meat	9.	Sun-in-Splendor
10.	Ampulla	10.	Ladle	10.	Comet
11.	Sundial	11.	Chains	11.	Lute
12.	Compass	12.	Yoke	12.	Drum
13.	Tongs	13.	Shackles	13.	Flute
14.	Stirrup	14.	Bone	14.	Harp
15.	Saddle	15.	Skull	15.	Scythe
16.	Needle & Thread	16.	Ball Of Twine	16.	Armored Fist
17.	Comb	17.	Mill Stone	17.	Orb
18.	Goblet	18.	Pitcher	18.	Throne
19.	Coin	19.	Bottle	19.	Scepter
20.	Mortar & Pestle	20.	Inkwell	20.	Crown

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POSTURES

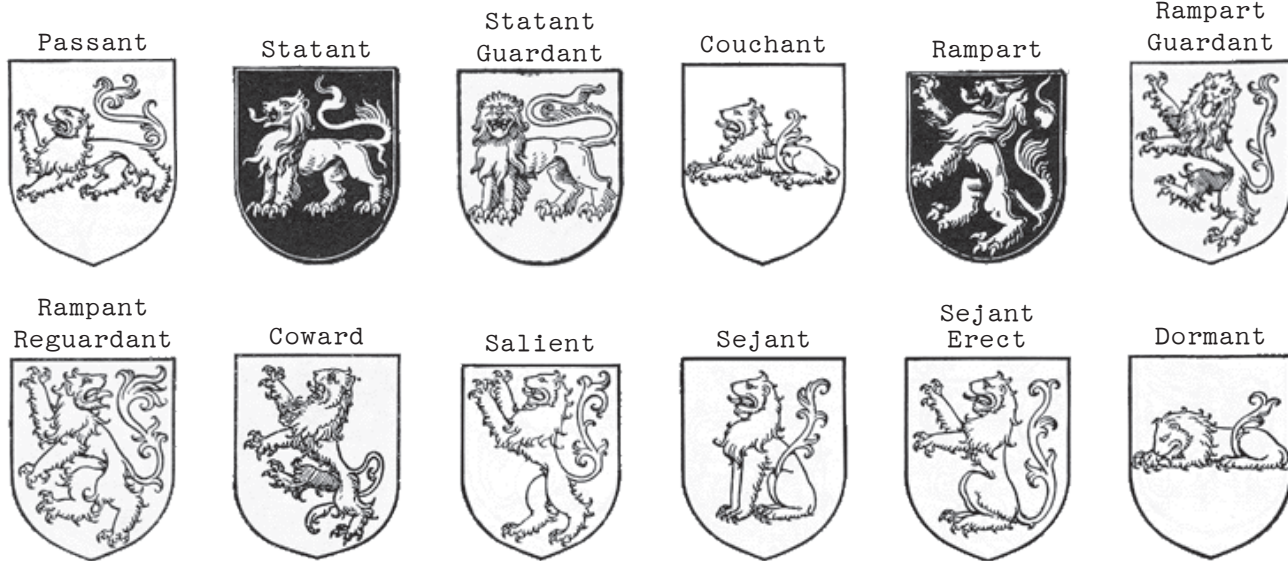
Roll

1d12 Beast Postures

1. Passant
2. Statant
3. Stantant Guardant
4. Couchant
5. Rampart
6. Rampart Guardant
7. Rampant Reguardant
8. Coward
9. Salient
10. Sejant
11. Sejant Erect
12. Dormant

Some Charges are animals, who may be displayed in different positions. Roll a d12 on this chart if there is a charge with a beast.

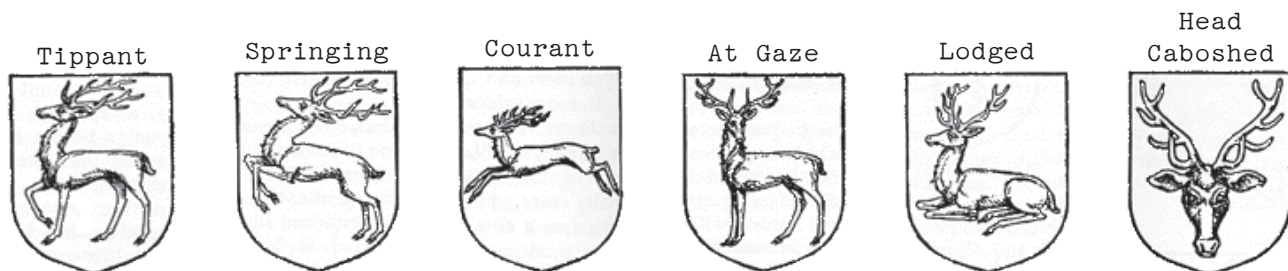
NOTE: The exception is for stags, deer, harts, horses, and other fleet-footed, beasts who use the lower chart.



Roll

1d6 Stag Postures

1. Trippant
2. Springing
3. Courant
4. At Gaze
5. Lodged
6. Head Caboshed



OTHER ELEMENTS

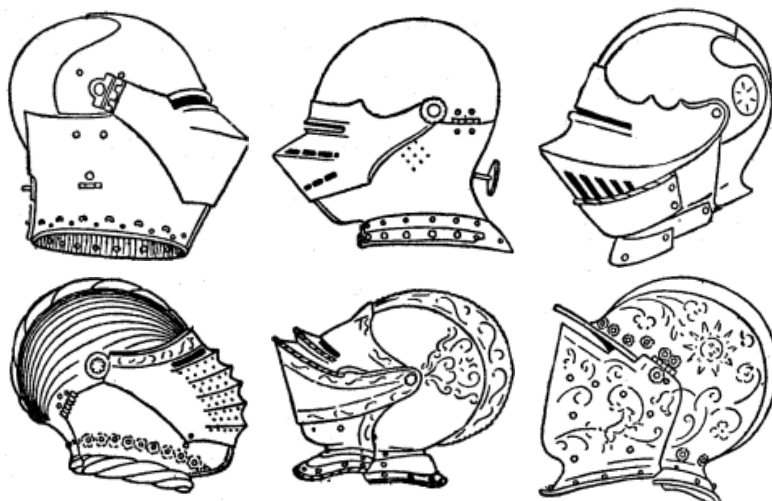
HERALDIC HELMS

A coat of arms may be displayed with a helm surmounting it, if the owner is of a fighting type.

Roll 1d20	Helm Type	Roll 1d20	Helm Details
1.	Leather Cap	1.	Four Cornered
2.	Metal Conical Cap	2.	Serrated Comb
3.	Metal conical Cap with Nasal	3.	Gilded
4.	Chapelle-d-fer, Flat Top Cylindrical	4.	Engraved
5.	Chapelle-d-fer, Flat Top Cylindrical Enlarged to cover whole head	5.	Articulated (1d6 Pieces)
6.	Chapelle-d-fer, Flat Top Cylindrical Enlarged to cover whole head, with Nasal	6.	Nail Fixed & Welded
7.	Tilting Heame with Slits	7.	Comb
8.	Pot shaped with extended Nasal	8.	Lowered Back
9.	Hemispherical Metal Cap	9.	Pointed Top
10.	Grid Iron Helm	10.	Bejewelled
11.	Pageant Helm	11.	Barred
12.	Pageant Helm with Sides Overlapping Cuirass	12.	Grilled
13.	Ovoid Basinet with Chin Piece	13.	Engraved
14.	Tournament Helm (Roll for Tournament figures)	14.	Riveted
15.	Sallet	15.	Drawn
16.	Shallern (Helm and Visor in One Piece)	16.	One Piece
17.	Chapelle-d-fer, Cylindrical Cap with Broad Flat Brim	17.	Two Pieces
18.	Fluted Helm	18.	Three Pieces
19.	Close Helm	19.	Four Pieces
20.	Casque (Cheek Pieces Meeting in Front)	20.	Five Pieces

Roll 1d20	Detachable Pieces on Helm
1.	Mailed Mouthguard
2.	Nose Plate
3.	High Collar (Gorget)
4.	Chin-Piece (Bavier)
5.	Neck Guard
6.	CREST §
7.	Bart (Beaver Pelt)
8.	Rounded (Disc)
9.	Bavier (Cheek Pieces
10.	Buckler
11.	Lattice-Word Visor
12.	Armet (Forehead & Visor)
13.	Beaked Basinet
14.	Wings
15.	Horns
16.	Linden-Leaves
17.	Coif of Mail
18.	Quilted Hood
19.	Mail Hood
20.	Visor

Roll 1d6	CRESTS Position and Number
1-2.	One-Center
3.	Two-Dexter Inner
4.	Three-Sinister Inner
5.	Four-Dexter Outer
6.	Five-Sinister Outer

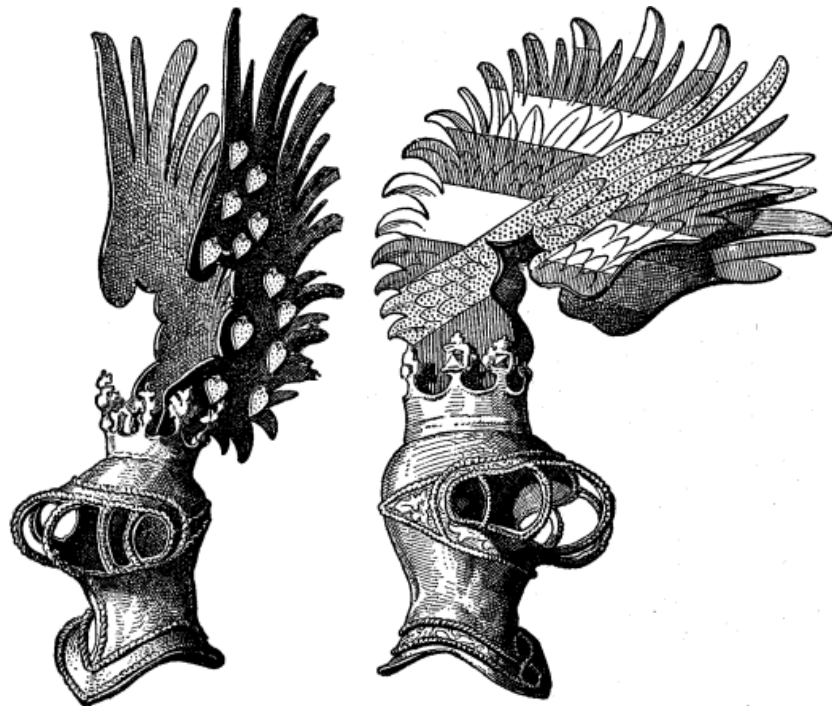


12 - Heraldry

Roll Modeled Tournament

1d20 Figures

1. Lion
2. Dragon
3. Demi-Lion
4. Wolf
5. Goat
6. Talbot (Dog)
7. Sea-Dog
8. Eagle
9. Falcon
10. Ship
11. Octopus
12. Man
13. Woman
14. Boar
15. Crocodile
16. Dolphin
17. Bear
18. Leopard
19. Horse
20. Pegasus



For Tournament figures, roll for a miniature item, and its position on the figure

Roll

1d20 Miniature Items

- | | |
|-----------|-----------------|
| 1. Rings | 11. Torch |
| 2. Chains | 12. Lantern |
| 3. Dagger | 13. Banner |
| 4. Arrow | 14. Crown |
| 5. Spear | 15. Scepter |
| 6. Bough | 16. Holy Symbol |
| 7. Fox | 17. Book |
| 8. Leaves | 18. Orb |
| 9. Axe | 19. Flower |
| 10. Sword | 20. Lance |

Roll

1d10 Position of item on crest

- | |
|------------------|
| 1. Clutched |
| 2. Crossed |
| 3. Pierced |
| 4. Chained |
| 5. Stood Upon |
| 6. Covering |
| 7. Held in Mouth |
| 8. Lying Upon |
| 9. Fleeing |
| 10. Leaping Over |

Roll

1d6 Crest Composition

- | |
|-----------------------|
| 1. Pasteboard |
| 2. Cloth |
| 3. Leather Shell |
| 4. Wood |
| 5. Basket-work Strips |
| 6. Metal (Fan Only) |

Roll

1d6 Additional Attached Ornaments

- | |
|-------------------------|
| 1. Metal Leaves (3d6) |
| 2. Tiny Bells (2d6) |
| 3. Buffalo Horns (1-6) |
| 4. Feathers (1d10) |
| 5. Pieces of Wood (1d6) |
| 6. Plumes (1d10) |

TORSE

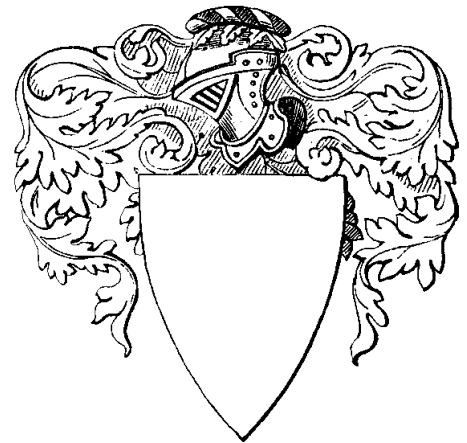


The device which surmounts the helm above the shield, supporting the crest, now depicted as two bands of silk interwoven or twisted together of alternating tinctures, six of which are visible. The twining of a lady's favor in a sleeve in a manner suggesting an oriental turban is the theory advanced for the torse. Unless otherwise stated, the tinctures are of the principal metal and colour emblazoned in the coat of arms, with metal on the first dexter fold.



LAMBREQUIN

The mantling represents the "capeline" covering worn upon a helmet. A lambrequin represents the adaptation of textile fabrics to deaden a sword-cut and protect against ill-weather (primarily heat). Ragged or slashed lambrequins or mantlings are often depicted cut and torn as if after combat. The colours should agree with the crest.



Roll 1d8	Composition
1-4.	Cloth (Solid color)
5.	Feathers
6.	Bear Skin
7.	Boar Skin
8.	Lion's Mane

Roll 1d6	Lined with
1-2.	Ermine
3.	Erminites
4.	Erminois
5.	Ermines
6.	Pean

MOTTOES

A scroll with an ancient war-cry or family motto. Sometimes may be Puns or riddles. Longer mottoes may be shown as acronyms, like V.I.S.O means "Victory is Silently Obtained".

SUPPORTERS

Supporters are figures to the side of the coat-of-arms, standing upright toward the shield. The right of supporters is often only granted when the recipient achieves the rank of Baron or above.

Roll 1d20	Supporter
1.	Badger
2.	Fox
3.	Bull
4.	Horse
5.	Stag
6.	Boar
7.	Wolf
8.	Bear
9.	Man
10.	Woman
11.	Sea-Lion
12.	Wyvern
13.	Ogre
14.	Sea-Horse
15.	Eagle
16.	Griffon
17.	Tyger
18.	Pegasus
19.	Unicorn
20.	Dragon

14 - Heraldry

MARKS OF CADENCY (OPTIONAL)

The cadency mark has been traditionally used to differentiate between different branches of a family which bear the same arms. These charges are added to a family Coat of arms to indicate the birth order:

1. First son displays a label of three points. (Usually Gules for the heir)
2. Second son displays a Crescent.
3. Third son displays a Mullet (five pointed star).
4. Fourth son displays a Martlet.
5. Fifth son displays an Annulet.
6. Sixth son displays a Fleur-de-lis.
7. Seventh son displays a Rose.
8. Eighth son displays a cross Moline.
9. A Bastard son (if allowed to bear the family coat of arms) displays a bar sinister.

Label



Label



Crescent



Mullet



Martlet



Annulet



Fleur-de-lis



Rose



Moline

