

Charges

Charge – A Charge is any object or figure placed on a shield. Many charges are animals and plants. Examples of charges include Crowns, Boats, Laurel Wreaths, Roses, Falcons, Horses, Lions, and Eggs. Anything the Middle Ages knew about may be used as a charge in the SCA. Even imaginary beasties like a unicorn seahorse.

Advice for choosing charges:

1. Avoid Multiple Types of Charges – Try to limit yourself to one or two types of charges. Don't do "slot machine" heraldry.
2. Don't Tell a Story – This is you at a battle. You want someone to point across the field and say "go talk to the bat-man".
3. Like it, a lot – Think of this as the theme song on your phone. You are going to see it all the time.
4. Make it reproducible – If you are a fighter, can you paint it on your shield or are you going to pay someone? If you are an embroiderer, can you do applique with it? How can you use it?

Animal Charges Quadruped Postures



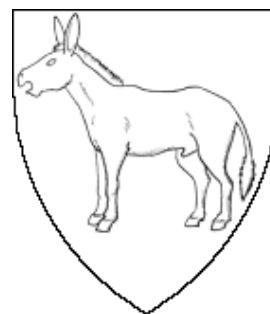
Rampant

body erect, three limbs up, one limb down



Passant

(walking) body horizontal, three limbs down, one limb up



Statant

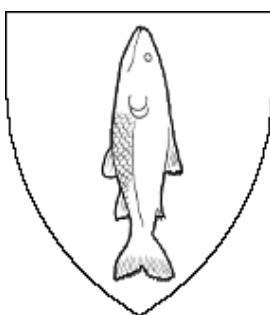
(standing) body horizontal, four limbs down)

Fish Postures



Naiant

body horizontal



Haurient

body vertical, head to chief



Urinant

body vertical, head to base

Bird Postures



Volant

body horizontal, legs tucked, wings spread



Displayed

body facing front, limbs spread



Rising

body bendwise, wings spread