

## Ideographic Symbols and Punctuation

### Range: 16FE0–16FFF

This file contains an excerpt from the character code tables and list of character names for

*The Unicode Standard, Version 17.0 BETA REVIEW DRAFT*

Characters in this chart that are new for The Unicode Standard, Version 17.0 are shown in conjunction with any existing characters. For ease of reference, the new characters have been highlighted in the chart grid and in the names list. This file will not be updated with errata, or when additional characters are assigned to the Unicode Standard.

See <https://www.unicode.org/errata/> for an up-to-date list of errata.

See <https://www.unicode.org/charts/> for access to a complete list of the latest character code charts. See <https://www.unicode.org/charts/PDF/Unicode-17.0/> for charts showing only the characters added in Unicode 17.0. See <https://www.unicode.org/Public/17.0.0/charts/> for a complete archived file of character code charts for Unicode 17.0. See <https://www.unicode.org/charts/About.html#Conventions> for conventions used in these code charts, and other general information.

### Disclaimer

These charts are provided as the online reference to the character contents of the Unicode Standard, Version 17.0 but do not provide all the information needed to fully support individual scripts using the Unicode Standard. For a complete understanding of the use of the characters contained in this file, please consult the appropriate sections of The Unicode Standard, Version 17.0, online at <https://www.unicode.org/versions/Unicode17.0.0/>, as well as the Unicode Standard Annexes, the other Unicode Technical Reports and Standards, and the Unicode Character Database, which are available online.

See <https://www.unicode.org/ucd/> and <https://www.unicode.org/reports/>

A thorough understanding of the information contained in these additional sources is required for a successful implementation.

### Fonts

The shapes of the reference glyphs used in these code charts are not prescriptive. Considerable variation is to be expected in actual fonts.

See <https://www.unicode.org/charts/fonts.html> for a list.

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	16FE	16FF
0	𪛀 16FE0	𪛁 16FF0
1	𪛂 16FE1	𪛃 16FF1
2	𪛄 16FE2	𪛅 16FF2
3	𪛆 16FE3	𪛇 16FF3
4	𪛈 16FE4	𪛉 16FF4
5		𪛊 16FF5
6		𪛋 16FF6
7		
8		
9		
A		
B		
C		
D		
E		
F		

**Tangut mark**

16FE0 𪛀 TANGUT ITERATION MARK  
→ 3005 𪛀 ideographic iteration mark

**Nushu mark**

16FE1 𪛂 NUSHU ITERATION MARK

**Marks used in ancient Chinese texts**

16FE2 𪛄 OLD CHINESE HOOK MARK  
• indicates a pause or break in the text

16FE3 𪛆 OLD CHINESE ITERATION MARK  
→ 3005 𪛆 ideographic iteration mark  
→ 303B 𪛇 vertical ideographic iteration mark

**Small Khitan format character**

16FE4 𪛈 KHITAN SMALL SCRIPT FILLER

**Combining diacritics for CJK ideographs**

*These combining marks indicate alternate readings for Han characters in the Vietnamese tradition.*

16FF0 𪛁 VIETNAMESE ALTERNATE READING MARK CA  
→ 4E2A 𪛁  
→ 4E87 𪛁

16FF1 𪛃 VIETNAMESE ALTERNATE READING MARK NHAY  
→ 21FE8 𪛃

**Characters used for rhotacization**

*These small forms are used as non-syllabic suffixes representing the linguistic phenomenon known in Chinese as érhuà (rhotacization).*

16FF2 𪛅 CHINESE SMALL SIMPLIFIED ER  
→ 513F 𪛅

16FF3 𪛇 CHINESE SMALL TRADITIONAL ER  
→ 5152 𪛇

**Characters used for Cantonese music**

*These tempo marks constitute a set with 3026.*

16FF4 𪛉 YANGQIN SIGN SLOW ONE BEAT  
→ 3026 𪛉 hangzhou numeral six

16FF5 𪛊 YANGQIN SIGN SLOW THREE HALF BEATS

16FF6 𪛋 YANGQIN SIGN SLOW TWO BEATS