

Character	Entity	Description	Character	Entity	Description
←	↞	leftwards two headed arrow	↔	↮	left right arrow with stroke
→	↠	rightwards two headed arrow	⇐	⇍	leftwards double arrow with stroke
↶	↶	anticlockwise top semicircle arrow	⇐	↚	leftwards arrow with stroke
↷	↷	clockwise top semicircle arrow	⇒	⇏	rightwards double arrow with stroke
⇓	⇓	downwards double arrow	→	↛	rightwards arrow with stroke
↓	↓	downwards arrow	↖	↖	north west arrow
⇓	&darr2;	downwards paired arrows	↻	↺	anticlockwise open circle arrow
⤵	⇃	downwards harpoon with barb leftwards	↻	↻	clockwise open circle arrow
⤵	&dhar;	downwards harpoon with barb rightwards	⇒	⇛	rightwards triple arrow
↙	&dlarr;	south west arrow	⇒	⇒	rightwards double arrow
↘	&drarr;	south east arrow	→	→	rightwards arrow
⇔	⇔	left right double arrow	⇨	&rarr2;	rightwards paired arrows
↔	↔	left right arrow	↪	↪	rightwards arrow with hook
↔	&harw;	left right wave arrow	↪	↬	rightwards arrow with loop
⇔	⇔	left right double arrow	↪	↣	rightwards arrow with tail
⇐	⇚	leftwards triple arrow	↪	↝	rightwards wave arrow
⇐	⇐	leftwards double arrow	→	&rharr;	rightwards harpoon with barb downwards
←	←	leftwards arrow	→	&rharr;	rightwards harpoon with barb upwards
⇐	&larr2;	leftwards paired arrows	⇔	&rlarr2;	rightwards arrow over leftwards arrow
↶	↩	leftwards arrow with hook	⇒	&rlhar2;	rightwards harpoon over leftwards harpoon
↶	↫	leftwards arrow with loop	↘	↘	south east arrow
↶	↢	leftwards arrow with tail	↙	↙	south west arrow
↶	↽	leftwards harpoon with barb downwards	↑	⇑	upwards double arrow
↶	↼	leftwards harpoon with barb upwards	↑	↑	upwards arrow
⇨	&lrarr2;	leftwards arrow over rightwards arrow	↑↑	&uarr2;	upwards paired arrows
⇨	&lrhar2;	leftwards harpoon over rightwards harpoon	↑	↿	upwards harpoon with barb leftwards
↪	↦	rightwards arrow from bar	↑	↾	upwards harpoon with barb rightwards
↗	↗	north east arrow	⇕	⇕	up down double arrow
⇔	⇎	left right double arrow with stroke	⇕	↕	up down arrow

<u>Character</u>	<u>Entity</u>	<u>Description</u>	<u>Character</u>	<u>Entity</u>	<u>Description</u>
■	█	full block	¡	¡	inverted exclamation mark
&	&	ampersand	¿	?	inverted question mark
'	'	apostrophe	«	«	left-pointing double angle quotation mark
*	*	asterisk	μ	µ	micro sign
\	\	reverse solidus	·	·	middle dot
\$	$	dollar sign	¬	¬	not sign
=	=	equals sign	ª	ª	feminine ordinal indicator
>	>	greater-than sign	º	º	masculine ordinal indicator
{	{	left curly bracket	ø	ø	latin small letter o with stroke
—	_	low line	¶	¶	pilcrow sign
((left parenthesis	±	±	plus-minus sign
[[left square bracket	£	£	pound sign
<	<	less-than sign	»	»	right-pointing double angle quotation mark
#	#	number sign	®	®	registered sign
%	&percent;	percent sign	§	§	section sign
+	+	plus sign	-	­	soft hyphen
"	"	quotation mark	ß	ß	latin small letter sharp s
}	}	right curly bracket	þ	þ	latin small letter thorn
))	right parenthesis	×	×	multiplication sign
]]	right square bracket	¥	¥	yen sign
/	/	solidus	✓	✓	check mark
	|	vertical line	✕	✗	ballot x
Æ	Æ	latin capital letter ae	✠	✠	maltese cross
Ð	Ð	latin capital letter eth	★	✶	six pointed black star
Ø	Ø	latin capital letter o with stroke	‡	‡	double dagger
Þ	Þ	latin capital letter thorn	"	″	double prime
æ	æ	latin small letter ae		‖	double vertical line
Å	Å	latin capital letter a with ring above	`	‵	reversed prime
¢	¢	cent sign	•	•	bullet
©	©	copyright sign	⁄	⁁	caret insertion point
¤	¤	currency sign	†	†	dagger
°	°	degree sign	■	 	em space
÷	÷	division sign	■	 	en space
ð	ð	latin small letter eth	■	 	thin space
½	½	vulgar fraction one half	■	 	hair space
¼	¼	vulgar fraction one quarter	■	 	no-break space
¾	¾	vulgar fraction three quarters	■	…	horizontal ellipsis
½	½	vulgar fraction one half	...		

<u>Character</u>	<u>Entity</u>	<u>Description</u>	<u>Character</u>	<u>Entity</u>	<u>Description</u>
—	―	horizontal bar	△	▵	white up-pointing small triangle
▪	⁃	hyphen bullet	▲	▴	black up-pointing small triangle
-	‐	hyphen	▽	▽	white down-pointing triangle
“	“	left double quotation mark	△	△	white up-pointing triangle
„	„	double low-9 quotation mark	Đ	Đ	latin capital letter d with stroke
*	∗	low asterisk	Ŋ	Ŋ	latin capital letter eng
‘	‘	left single quotation mark	Ĥ	Ħ	latin capital letter h with stroke
,	‚	single low-9 quotation mark	Ł	Ł	latin capital letter l with stroke
—	—	em dash	Œ	Œ	latin capital ligature oe
...	…	horizontal ellipsis	Ʀ	Ŧ	latin capital letter t with stroke
—	–	en dash	đ	đ	latin small letter d with stroke
‰	‰	per mille sign	ŋ	ŋ	latin small letter eng
′	′	prime	ĥ	ħ	latin small letter h with stroke
”	”	right double quotation mark	ı	ı	latin small letter dotless i
”	”	right double quotation mark	ƀ	ĸ	latin small letter kra
’	’	right single quotation mark	ł	ł	latin small letter l with stroke
’	’	right single quotation mark	œ	œ	latin small ligature oe
'''	&tpime;	triple prime	Ƨ	ŧ	latin small letter t with stroke
○	○	white circle	ƒ	ƒ	latin small letter f with hook
▽	▿	white down-pointing small triangle	ĵ	&jnodot;	latin small letter dotless j
▼	▾	black down-pointing small triangle	ℋ	ℋ	script capital h
◇	◊	lozenge	ℵ	ℵ	alef symbol
◁	◃	white left-pointing small triangle	ℬ	ℬ	script capital b
◀	◂	black left-pointing small triangle	ב	ℶ	bet symbol
▷	▹	white right-pointing small triangle	ד	ℸ	dalet symbol
▶	▸	black right-pointing small triangle	ℓ	ℓ	script small l
□	□	white square	ג	ℷ	gimel symbol
◻	□	white square	ℋ	ℋ	script capital h
■	▪	black small square	Ⓕ	ℑ	black-letter capital i
■	▒	medium shade	℥	℅	care of
■	░	light shade	ℴ	ℴ	script small o
■	▓	dark shade	℟	ℳ	script capital m

Character	Entity	Description	Character	Entity	Description
\hbar	<code>&planck;</code>	planck constant over two pi	\preceq	<code>&cuesc;</code>	equal to or succeeds
\Re	<code>&real;</code>	black-letter capital r	\cup	<code>&cup;</code>	union
\mathcal{R}	<code>&rx;</code>	prescription take	\succ	<code>&cupre;</code>	precedes or equal to
TM	<code>&trade;</code>	trade mark sign	\curlyvee	<code>&cuvee;</code>	curly logical or
\wp	<code>&weierp;</code>	script capital p	\curlywedge	<code>&cuwed;</code>	curly logical and
\cap	<code>&Cap;</code>	double intersection	\dashv	<code>&dashv;</code>	left tack
\cup	<code>&Cup;</code>	double union	\diamond	<code>&diam;</code>	diamond operator
\ggg	<code>&Gg;</code>	very much greater-than	\ast	<code>&divonx;</code>	division times
\gg	<code>&Gt;</code>	much greater-than	$\ddot{\cdot}$	<code>&ddtdot;</code>	down right diagonal ellipsis
\lll	<code>&Ll;</code>	very much less-than	\doteq	<code>&eDot;</code>	geometrically equal to
\ll	<code>&Lt;</code>	much less-than	$\overline{=}$	<code>&ecir;</code>	ring in equal to
\subseteq	<code>&Sub;</code>	double subset	$=:$	<code>&ecolon;</code>	equals colon
\supset	<code>&Sup;</code>	double superset	$\dot{=}$	<code>&efDot;</code>	approximately equal to or the image of
\Vdash	<code>&Vdash;</code>	forces	\emptyset	<code>&empty;</code>	empty set
\Vvdash	<code>&Vvdash;</code>	triple vertical bar right turnstile	\equiv	<code>&equiv;</code>	identical to
\wedge	<code>&and;</code>	logical and	$\dot{=}$	<code>&erDot;</code>	image of or approximately equal to
\angle	<code>&ang;</code>	angle	\doteq	<code>&esdot;</code>	approaches the limit
L	<code>&ang90;</code>	right angle	\exists	<code>&exist;</code>	there exists
\measuredangle	<code>&angmsd;</code>	measured angle	\forall	<code>&forall;</code>	for all
\sphericalangle	<code>&angsph;</code>	spherical angle	\pitchfork	<code>&fork;</code>	pitchfork
\approx	<code>&ap;</code>	almost equal to	\gtrsim	<code>&gE;</code>	greater-than over equal to
\cong	<code>&ape;</code>	almost equal or equal to	\geq	<code>&ge;</code>	greater-than or equal to
\asymp	<code>&asympeq;</code>	equivalent to	\gtrsim	<code>&gel;</code>	greater-than equal to or less-than
\because	<code>&becaus;</code>	because	\gtrless	<code>&gl;</code>	greater-than or less-than
\bot	<code>&bottom;</code>	up tack	\nless	<code>&gnE;</code>	greater-than but not equal to
\bowtie	<code>&bowtie;</code>	bowtie	\gtrsim	<code>&gnsim;</code>	greater-than but not equivalent to
\sim	<code>&bsim;</code>	reversed tilde	\gtrdot	<code>&gsdot;</code>	greater-than with dot
\simeq	<code>&bsime;</code>	reversed tilde equals	\gtrsim	<code>&gsim;</code>	greater-than or equivalent to
\bumpeq	<code>&bump;</code>	geometrically equivalent to	∞	<code>&infin;</code>	infinity
\bumpeq	<code>&bumpe;</code>	difference between	\int	<code>&int;</code>	integral
\cap	<code>&cap;</code>	intersection	\in	<code>&isin;</code>	element of
\circ	<code>&cire;</code>	ring equal to	\lessgtr	<code>&IE;</code>	less-than over equal to
$:=$	<code>&colone;</code>	colon equals	\lessdot	<code>&ldot;</code>	less-than with dot
\complement	<code>&comp;</code>	complement	\lessgtr	<code>&le;</code>	less-than or equal to
\circ	<code>&compfn;</code>	ring operator	\lessgtr	<code>&leg;</code>	less-than equal to or greater-than
\cong	<code>&cong;</code>	approximately equal to			
\oint	<code>&conint;</code>	contour integral			
\coprod	<code>&coprod;</code>	n-ary coproduct			
\preceq	<code>&cuepr;</code>	equal to or precedes			

Character	Entity	Description	Character	Entity	Description
\lessgtr	<code>&lg;</code>	less-than or greater-than	\nparallel	<code>&npar;</code>	not parallel to
\lessapprox	<code>&lnE;</code>	less-than but not equal to	\nprec	<code>&npr;</code>	does not precede
\lesssim	<code>&lnsim;</code>	less-than but not equivalent to	\nsubset	<code>&ntrti;</code>	does not contain as normal subgroup
\lesseqgtr	<code>&lsim;</code>	less-than or equivalent to	\nsubseteq	<code>&ntrtie;</code>	does not contain as normal subgroup or equal
\ltimes	<code>&lthre;</code>	left semidirect product	\nsc	<code>&nsc;</code>	does not succeed
\ltimes	<code>&ltimes;</code>	left normal factor semidirect product	\ncong	<code>&nsm;</code>	not tilde
\trianglelefteq	<code>&ltrie;</code>	normal subgroup of or equal to	\ncong	<code>&nstime;</code>	not asymptotically equal to
\mid	<code>&mid;</code>	divides	$\not\subset$	<code>&nsub;</code>	not a subset of
$-$	<code>&minus;</code>	minus sign	$\not\subseteq$	<code>&nsube;</code>	neither a subset of nor equal to
\boxminus	<code>&minusb;</code>	squared minus	$\not\supset$	<code>&nsup;</code>	not a superset of
\mp	<code>&mnplus;</code>	minus-or-plus sign	$\not\supseteq$	<code>&nsubseteq;</code>	neither a superset of nor equal to
\models	<code>&models;</code>	models	\nVdash	<code>&nvdash;</code>	does not prove
\multimap	<code>&mumap;</code>	multimap	\nVdash	<code>&nvdash;</code>	does not prove
\nmid	<code>&nVDash;</code>	negated double vertical bar double right turnstile	\circledast	<code>&oast;</code>	circled asterisk operator
\nmid	<code>&nVdash;</code>	does not force	\circledcirc	<code>&ocir;</code>	circled ring operator
∇	<code>&nabla;</code>	nabla	\odash	<code>&odash;</code>	circled dash
\approx	<code>&napprox;</code>	not almost equal to	\odot	<code>&odot;</code>	circled dot operator
\ncong	<code>&ncong;</code>	neither approximately nor actually equal to	\ominus	<code>&ominus;</code>	circled minus
\neq	<code>&ne;</code>	not equal to	\oplus	<code>&oplus;</code>	circled plus
\nequiv	<code>&nequiv;</code>	not identical to	\vee	<code>&or;</code>	logical or
\nexists	<code>&nexist;</code>	there does not exist	\oslash	<code>&osol;</code>	circled division slash
\ngeq	<code>&nge;</code>	greater-than over equal to with slash	\otimes	<code>&otimes;</code>	circled times
\ngeq	<code>&nge;</code>	neither greater-than nor equal to	\parallel	<code>&par;</code>	parallel to
\ngtr	<code>&ngt;</code>	not greater-than	∂	<code>&part;</code>	partial differential
\ni	<code>&ni;</code>	contains as member	\perp	<code>&perp;</code>	up tack
\nleq	<code>&nle;</code>	less-than over equal to with slash	\boxplus	<code>&plusb;</code>	squared plus
\nleq	<code>&nle;</code>	neither less-than nor equal to	$\dot{+}$	<code>&plusdo;</code>	dot plus
\nlt	<code>&nlt;</code>	not less-than	\prec	<code>&pr;</code>	precedes
\nlt	<code>&nlt;</code>	not less-than	\precsim	<code>&prnsim;</code>	precedes but not equivalent to
\nlt	<code>&nlt;</code>	not less-than	\prod	<code>&prod;</code>	n-ary product
\nlt	<code>&nlt;</code>	not less-than	\propto	<code>&prop;</code>	proportional to
\nlt	<code>&nlt;</code>	not less-than	\sim	<code>&prsim;</code>	precedes or equivalent to
\nlt	<code>&nlt;</code>	not less-than	$\sqrt{}$	<code>&radic;</code>	square root
\nlt	<code>&nlt;</code>	not less-than	\ltimes	<code>&rthree;</code>	right semidirect product
\nlt	<code>&nlt;</code>	not less-than			

<u>Character</u>	<u>Entity</u>	<u>Description</u>	<u>Character</u>	<u>Entity</u>	<u>Description</u>
\rtimes	<code>&rtimes;</code>	right normal factor semidirect product	\triangleleft	<code>&vltri;</code>	normal subgroup of
\supseteq	<code>&rtree;</code>	contains as normal subgroup or equal to	\propto	<code>&vprop;</code>	proportional to
\coprod	<code>&samalg;</code>	n-ary coproduct	\supsetneq	<code>&vrtri;</code>	contains as normal subgroup
\succ	<code>&sc;</code>	succeeds	\nsubseteq	<code>&vsubne;</code>	subset of with not equal to - variant with stroke through bottom members
\succeq	<code>&scce;</code>	succeeds or equal to	\supsetneq	<code>&vsupne;</code>	superset of with not equal to - variant with stroke through bottom members
\simeq	<code>&sensim;</code>	succeeds but not equivalent to			
\succsim	<code>&scsim;</code>	succeeds or equivalent to			
\cdot	<code>&sdot;</code>	dot operator	\triangle	<code>&wedq;</code>	estimates
$\square\cdot$	<code>&sdotb;</code>	squared dot operator	\wr	<code>&wreath;</code>	wreath product
\setminus	<code>&setmn;</code>	set minus	\langle	<code>&lang;</code>	mathematical left angle bracket
\sim	<code>&sim;</code>	tilde operator	\rangle	<code>&rang;</code>	mathematical right angle bracket
\asymp	<code>&sime;</code>	asymptotically equal to	\blacklozenge	<code>&lozf;</code>	black lozenge
\sqcap	<code>&sqcap;</code>	square cap	\clubsuit	<code>&clubs;</code>	black club suit
\sqcup	<code>&sqcup;</code>	square cup	\blacklozenge	<code>&diam;</code>	black diamond suit
\sqsubset	<code>&sqsub;</code>	square image of	♀	<code>&female;</code>	female sign
\sqsubseteq	<code>&sqsube;</code>	square image of or equal to	\flat	<code>&flat;</code>	music flat sign
\sqsupset	<code>&sqsup;</code>	square original of	\heartsuit	<code>&hearts;</code>	black heart suit
\sqsupseteq	<code>&sqsupe;</code>	square original of or equal to	♂	<code>&male;</code>	male sign
\subset	<code>&sub;</code>	subset of	\natural	<code>&natur;</code>	music natural sign
\subseteq	<code>&sube;</code>	subset of or equal to	☎	<code>&phone;</code>	black telephone
\subsetneq	<code>&subne;</code>	subset of with not equal to	\sharp	<code>&sharp;</code>	music sharp sign
\subsetset	<code>&subset;</code>	subset of	\spadesuit	<code>&spades;</code>	black spade suit
\sum	<code>&sum;</code>	n-ary summation	\star	<code>&star;</code>	white star
\supset	<code>&sup;</code>	superset of	\blackstar	<code>&starf;</code>	black star
\supseteq	<code>&supe;</code>	superset of or equal to	♪	<code>&sung;</code>	eighth note
\supsetneq	<code>&supne;</code>	superset of with not equal to	$\bar{\wedge}$	<code>&Barwed;</code>	perspective
\supsetset	<code>&supset;</code>	superset of	$\bar{\wedge}$	<code>&barwed;</code>	projective
\therefore	<code>&there4;</code>	therefore	\frown	<code>&frown;</code>	frown
\top	<code>&top;</code>	down tack	\lceil	<code>&lceil;</code>	left ceiling
\triangleq	<code>&trie;</code>	delta equal to	\lfloor	<code>&lfloor;</code>	left floor
\between	<code>&twixt;</code>	between	\rceil	<code>&rceil;</code>	right ceiling
\uplus	<code>&uplus;</code>	multiset union	\rfloor	<code>&rfloor;</code>	right floorX
\Vdash	<code>&vDash;</code>	true	\leq	<code>&les;</code>	less-than or slanted equal to
\vdash	<code>&vdash;</code>	right tack	\lessapprox	<code>&lnap;</code>	less-than and not approx
\veebar	<code>&veebar;</code>	xor	\lessgtr	<code>&lne;</code>	less-than and single-line not equal to
\vdots	<code>&vellip;</code>	vertical ellipsis	\ngeq	<code>&nges;</code>	greater-than or slanted equal to with slash

<u>Character</u>	<u>Entity</u>	<u>Description</u>	<u>Character</u>	<u>Entity</u>	<u>Description</u>
\nless	<code>&nles;</code>	less-than or slanted equal to with slash	\succ	<code>&sce;</code>	succeeds above single-line equals sign
\npre	<code>&npre;</code>	precedes above single-line equals sign with slash	\nsnap	<code>&scnap;</code>	succeeds above not almost equal to
\nsce	<code>&nsce;</code>	succeeds above single-line equals sign with slash	\subseteq	<code>&subE;</code>	subset of above equals sign
\nsubseteq	<code>&nsubE;</code>	subset of above equals sign with slash	\subsetneq	<code>&subnE;</code>	subset of above not equal to
\nsup	<code>&nsupE;</code>	superset of above equals sign with slash	\supset	<code>&supE;</code>	superset of above equals sign
\nsup	<code>&nsupE;</code>	superset of above equals sign with slash	\supsetneq	<code>&supnE;</code>	superset of above not equal to
\prap	<code>&prap;</code>	precedes above almost equal to	\vsubseteq	<code>&vsubnE;</code>	subset of above not equal to - variant with stroke through bottom members
\pre	<code>&pre;</code>	precedes above single-line equals sign			
\prnap	<code>&prnap;</code>	precedes above not almost equal to	\vsup	<code>&vsupnE;</code>	superset of above not equal to - variant with stroke through bottom members
\scap	<code>&scap;</code>	succeeds above almost equal to			

BLACKBOARD/DOUBLE-STRUCK/OPEN FACE CHARATERS

Entities for openface characters are the letter followed by “opf”.

e.g., The entity for an open face M (\mathbb{M}) is `𝕄`

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

SCRIPT LETTERS

Entities for script letters are the letter followed by “scr”.

e.g., The entity for a script H (\mathcal{H}) is `ℋ`

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

<u>Character</u>	<u>Entity</u>	<u>Description</u>	<u>Character</u>	<u>Entity</u>	<u>Description</u>
<u>Accents</u>					
´	´	acute accent	`	`	grave accent
˘	˘	breve	–	¯	macron
ˇ	ˇ	caron	ˆ	˛	ogonek
¸	¸	cedilla	˚	˚	ring above
ˆ	ˆ	modifier letter circumflex accent	~	˜	small tilde
¨	˝	double acute accent	¨	¨	diaeresis
˙	˙	dot above			

ENTITIES FOR ACCENTED LETTERS

Entities for letters that have accents are simply
the letter + the accent entity name.

e.g., The entity for letter ‘a’ with a tilde (ã) is ã or
letter ‘e’ with an acute (é) is é.

IMPORTANT: See the Allen Press Custom Entities for 10 exceptions
to using this pattern when creating entities for accented letters.

Allen Press Custom Entities

<u>Character</u>	<u>Entity</u>	<u>Description</u>	<u>Character</u>	<u>Entity</u>	<u>Description</u>
Ł	&APLdot;	uppercase l with a dot over it	ł	&APldot;	lowercase l with a dot over it
Ō	&APOdot;	uppercase o with a dot over it	ō	&APodot;	lowercase o with a dot over it
Š	&APSdot;	uppercase s with a dot over it	š	&APsdot;	lowercase s with a dot over it
Ť	&APTdot;	uppercase t with a dot over it	ť	&APtdot;	lowercase t with a dot over it
Ẃ	&APXcirc;	uppercase x with a circumflex over it	ẃ	&APxcirc;	lowercase x with a circumflex over it

<u>Character</u>	<u>Entity</u>	<u>Description</u>	<u>Character</u>	<u>Entity</u>	<u>Description</u>
<u>Greek Letters</u>					
Δ	Δ	greek capital letter delta	ι	ι	greek small letter iota
Γ	Γ	greek capital letter gamma	κ	κ	greek small letter kappa
Λ	Λ	greek capital letter lamda	λ	λ	greek small letter lamda
Ω	Ω	greek capital letter omega	μ	μ	greek small letter mu
Φ	Φ	greek capital letter phi	ν	ν	greek small letter nu
Π	Π	greek capital letter pi	Ω	Ω	greek capital letter omega
Ψ	Ψ	greek capital letter psi	ω	ω	greek small letter omega
Σ	Σ	greek capital letter sigma	φ	φ	greek small letter phi
Θ	Θ	greek capital letter theta	φ	&phis;	greek phi symbol
Υ	ϒ	greek upsilon with hook symbol	φ	ϕ	greek phi symbol
Ξ	Ξ	greek capital letter xi	π	π	greek small letter pi
α	α	greek small letter alpha	π	ϖ	greek pi symbol
ε	϶	greek reversed lunate epsilon symbol	ψ	ψ	greek small letter psi
β	β	greek small letter beta	ρ	ρ	greek small letter rho
χ	χ	greek small letter chi	ρ	ϱ	greek rho symbol
δ	δ	greek small letter delta	σ	σ	greek small letter sigma
ε	ε	greek small letter epsilon	ς	ς	greek small letter final sigma
ε	ε	greek small letter epsilon	τ	τ	greek small letter tau
ε	&epsis;	greek lunate epsilon symbol	θ	θ	greek small letter theta
ε	ϵ	greek lunate epsilon symbol	θ	&thetas;	greek small letter theta
η	η	greek small letter eta	ϑ	ϑ	greek theta symbol
γ	γ	greek small letter gamma	υ	υ	greek small letter upsilon
			ξ	ξ	greek small letter xi
			ζ	ζ	greek small letter zeta

ENTITIES FOR ACCENTED GREEK CHARATERS

Entities for Greek characters that have accents are simply the Greek letter entity name + the accent entity name.

e.g., The entity for an alpha acute (ά) is &alphaacute; or
the entity for a theta circ (θ) is &thetacirc;.