The Drawshield Font

The Drawshield Font is a scalable, vector font intended for use in dicussion and illustration of heraldic and blazonry discussion. It is released under an Open Font Licence and is free to use, distribute and modify. It can be downloaded from http://drawshield.net/font and was created by Karl R. Wilcox using iDraw and BirdFont.

Most of the characters come in two forms, “positive”, where the feature in question takes on the font colour and “negative” where the rest of the shield takes on the font colour and the feature in question is in the background colour.

Ordinaries I			
U+e000	Shield Outline		
U+e001	Shield Outline negative		Escutcheon
U+e002	Chief		
U+e003	Chief negative		
U+e004	Fess		
U+e005	Fess negative		
U+e006	Pale		
U+e007	Pale negative		
U+e008	Bend		
U+e009	Bend negative		
U+e00a	Bend sinister		
U+e00b	Bend sinister negative		
U+e00c	Cross		
U+e00d	Cross negative		
Divisions I			
U+e00e	Per fess		Upper
U+e00f	Per fess negative		Lower
U+e010	Per pale		Dexter
U+e011	Per pale negative		Sinister
U+e012	Quarterly		Quartered

U+e013	Quarterly negative		Quartered negative
U+e014	Per Bend		
U+e015	Per bend negative		
U+e016	Per bend sinister		
U+e017	Per bend sinister negative		
Arrangements I			
U+e018	In fess		
U+e019	In fess negative		
U+e01a	In pale		
U+e01b	In pale negative		
U+e01c	In bend		
U+e01d	In bend negative		
U+e01e	In bend sinister		
U+e01f	In bend sinister negative		
U+e020	In chief		
U+e021	In chief negative		
Orientations I			
U+e022	Fesswise		
U+e023	Fesswise negative		
U+e024	Palewise		

U+e025	Palewise negative		
U+e026	Bendwise		
U+e027	Bendwise negative		
U+e028	Bendwise sinister		
U+e029	Bendwise sinister negative		
Directions I			
U+e02a	To dexter		
U+e02b	To dexter negative		
U+e02c	To sinister		
U+e02d	To sinister negative		
U+e02e	To chief		
U+e02f	To chief negative		
U+e030	To base		
U+e031	To base negative		
Locations I			
U+e032	Dexter chief		
U+e033	Dexter chief negative		
U+e034	Middle chief		
U+e035	Middle chief negative		
U+e036	Sinister chief		
U+e037	Sinister chief negative		
U+e038	Honour Point		
U+e039	Honour Point negative		
U+e03a	Fess point		

U+e03b	Fess point negative		
U+e03c	Nombril		Navel point
U+e03d	Nombril negative		Navel point negative
U+e03e	Dexter base		
U+e03f	Dexter base negative		
U+e040	Middle base		
U+e041	Middle base negative		
U+e042	Sinister base		
U+e043	Sinister base negative		
Geometric Charges I			
U+e044	Roundel		
U+e045	Mullet		
U+e046	Billet		
U+e047	Annulet		
U+e048	Crescent		
U+e049	Fusil		
U+e04a	Mascle		
U+e04b	Goutte		

Notes

- Character codes will be contiguous from U+e000 upwards (no gaps)
- The character codes shown above will NOT be changed with future additions. For example, when more ordinaries are added they will be grouped as “Ordinaries II” and will have a new range of codes at the end of the current codes
- If a character has a negative version it will always be the immediately following code