

2.9.1 Skin may begin to blister or disintegrate. If so, administer a syringe of serum 1817 to the victim's eyeball or tongue.

2.9.2 Do not seek medical attention from fellow agents; close contact may result in transmission of the curse.

2.10 Secondary Effects: Never assume a curse has been lifted. If its effects have abated, be vigilant; many curses have secondary effects.

2.11 Cursed objects: Cursed objects may be encountered in the field. Transportation and disposal of the object depends upon a variety of factors (see Appendix B1).

2.11.1 If a cursed object is handled, it may adhere to the victim's skin. Removal of limb may be necessary.

2.12 Exploding Corpse: If you believe you may be dealing with an exploding corpse, avoid crowded areas and strictly follow steps outlined in Appendix B2.

3. CODES AND CIPHERS

3.1 Overview: A code uses codewords or codephrases to symbolize a secondary, hidden meaning, a cipher uses the substitution or scrambling of characters (number/letters/symbols) for other characters to conceal a message.

3.2 Codes: A code is a secret language created to conceal the meaning of a message. The sender and receiver agree upon a set of codewords and their corresponding meaning beforehand, so the coded message seems meaningless to a third party.

Ex FOX TO RAVEN, READY TO DANCE

The above example uses codewords FOX, RAVEN and DANCE, all of which have a secondary meaning.

Ex FOX = Field Agent
RAVEN = HQ
DANCE = Strike

However this code is weak because TO and READY TO provide a hint at the significance of the overall message, so a third party already knows that FOX is communicating to RAVEN about an upcoming action.

3.2.1 Coded messages regularly use ASCII (American Standard Code for Information Interchange) to convey meaning. These are series of codes used to represent plaintext in computers, including binary, decimal, or hexadecimal.

3.2.2 Decimal codes use numbers 0 – 9. One plain text digit is represented by either a 2 or 3-bit sequence.

Ex: Plaintext: hello
Decimal: 104 101 108 108 111

3.2.3 Binary only uses 0 and 1 to convey digits. One plain text digit is always represented by an 8-bit sequence.

Ex: Plaintext: hello
Binary: 01101000 01100101 01101100
01101100 01101111 00001101
00001010

3.2.4 Hexadecimal codes use numbers 0 – 9 and letters A – F. One plain text digit is always represented by a 2-bit sequence.

Ex Plaintext: hello
Hex: 68 65 6c 6c 6f

3.2.5 Conclusion: ASCII codes can easily be converted to plain text using various tools, but it is important to recognize each type of code.

3.3 Ciphers: A cipher uses substitution or scrambling of digits to conceal a plaintext message. The sender enciphers the message into a ciphertext, and the receiver deciphers it back into plaintext. There are two kinds of ciphers, substitution ciphers, where one digit is replaced by another set of digits, and transposition ciphers, where letters or numbers are shuffled around.

3.3.1 A Caesar cipher, or Caesar shift, is an example of a simple substitution cipher. A Caesar cipher, used by Julius Caesar in his private correspondence, simply shifts the letters in a message forward or back by a specific number.

Ex Caesar shift 13 (known as rot13)

plaintext:
ABCDEFGHIJKLMNOPQRSTUVWXYZ
ciphertext:
NOPQRSTUVWXYZABCDEFGHIJKLM

plaintext: hello
rot13: uryyb

3.3.2 The number of the shift can easily be uncovered by finding the most common recurring letter in the ciphertext. This letter will most likely convert to the most common letter in English, E. Find the shift between the ciphertext E and plaintext E and the rotation is found. If E does not work, try A, O and T.