

4-Byte Hell: When Unicode Enters the Stage

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Typical Password Charset



0 NUL	16 DLE	32	48 0	64 @	80 P	96 `	112 p
1 SOH	17 DC1	33 !	49 1	65 A	81 Q	97 a	113 q
2 STX	18 DC2	34 "	50 2	66 B	82 R	98 b	114 r
3 ETX	19 DC3	35 #	51 3	67 C	83 S	99 c	115 s
4 EOT	20 DC4	36 \$	52 4	68 D	84 T	100 d	116 t
5 ENQ	21 NAK	37 %	53 5	69 E	85 U	101 e	117 u
6 ACK	22 SYN	38 &	54 6	70 F	86 V	102 f	118 v
7 BEL	23 ETB	39 '	55 7	71 G	87 W	103 g	119 w
8 BS	24 CAN	40 (56 8	72 H	88 X	104 h	120 x
9 HT	25 EM	41)	57 9	73 I	89 Y	105 i	121 y
10 LF	26 SUB	42 *	58 :	74 J	90 Z	106 j	122 z
11 VT	27 ESC	43 +	59 ;	75 K	91 [107 k	123 {
12 FF	28 FS	44 ,	60 <	76 L	92 \	108 l	124
13 CR	29 GS	45 -	61 =	77 M	93]	109 m	125 }
14 SO	30 RS	46 .	62 >	78 N	94 ^	110 n	126 ~
15 SI	31 US	47 /	63 ?	79 O	95	111 o	127 DEL

= 94 Chars

Password Managers encourage few Variability



Your password's score: **strong** Estimated time to crack: **centuries**

#p7xi2%eGML^#h

Copy to clipboard Regenerate

Type
 Password Passphrase

Characters: 14

Additional options
 A-Z a-z 0 - 9 !@#\$\$%^&*

Mask Attacks in Hashcat



Example:

- Julia1984

- ?u?l?l?l?l?d?d?d?d

-?b?b?b?b?b?b?b?b?b

```
- [ Built-in Charsets ] -  
  
? | Charset  
===+=====  
l | abcdefghijklmnopqrstuvwxyz [a-z]  
u | ABCDEFGHIJKLMNOPQRSTUVWXYZ [A-Z]  
d | 0123456789 [0-9]  
h | 0123456789abcdef [0-9a-f]  
H | 0123456789ABCDEF [0-9A-F]  
s | !"#$%&'()*+,-./:;<=>@[\\]^_`{|}~  
a | ?l?u?d?s  
b | 0x00 - 0xff
```

Chars to Bytes



Input UTF8 ?

```
#p7xi2%eGML^#h
```

14 chars → 14 Bytes
1:1 ratio

Output Bytes

```
23 70 37 78 69 32 25 65 47 4d 4c 5e 23 68
```

<https://onlinetools.com/utf8/convert-utf8-to-bytes>

Chars to Bytes



UTF-8 Byte Structure:

- **1 byte:** `0xxxxxxx` (ASCII: 0-127)
- **2 bytes:** `110xxxxx 10xxxxxx`
- **3 bytes:** `1110xxxx 10xxxxxx 10xxxxxx`
- **4 bytes:** `11110xxx 10xxxxxx 10xxxxxx 10xxxxxx`

Range	Characters	UTF-8 Bytes
U+0000 - U+007F	ASCII (128)	1 byte
U+0080 - U+07FF	Latin, Greek, Cyrillic, etc. (~1,920)	2 bytes
U+0800 - U+FFFF	Most languages, CJK, symbols (~63,000)	3 bytes
U+10000 - U+10FFFF	Rare CJK, emojis, historic scripts (~1M)	4 bytes

Chars to Bytes



Input UTF8 

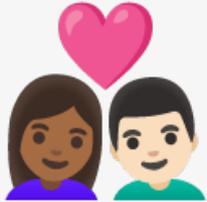


1 char → 4 Bytes
1:4 ratio

Output Bytes

```
f0 9f 92 bb
```

Complex Emojis



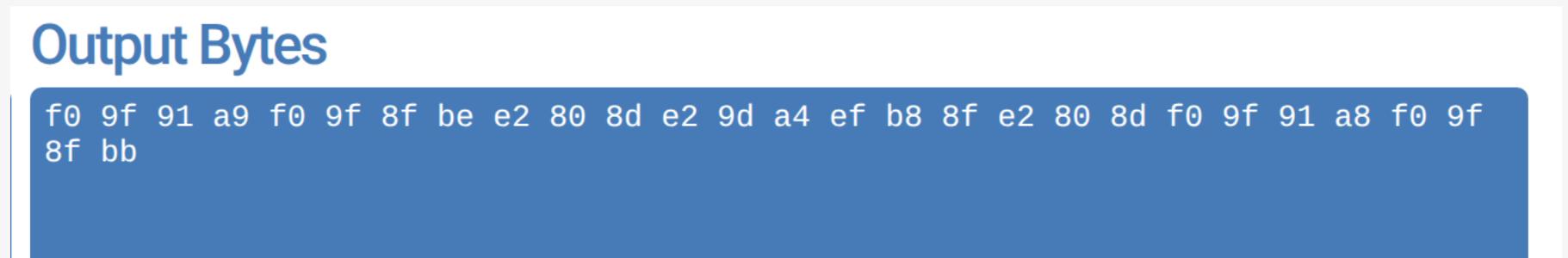
Couple with Heart and different Skin Tone

Component	Code Point	UTF-8 Bytes	Byte Count
-----	-----	-----	-----
Woman	U+1F469	F0 9F 91 A9	4 bytes
+ Skin (med-dark)	U+1F3FE	F0 9F 8F BE	4 bytes
+ [glue]	U+200D	E2 80 8D	3 bytes
+ Heart	U+2764	E2 9D A4	3 bytes
+ [emoji style]	U+FE0F	EF B8 8F	3 bytes
+ [glue]	U+200D	E2 80 8D	3 bytes
+ Man	U+1F468	F0 9F 91 A8	4 bytes
+ Skin (light)	U+1F3FB	F0 9F 8F BB	4 bytes
<hr/>			
			28 bytes total

Chars to Bytes – Quality over Quantity



1 char → 28 Bytes
1:28 ratio



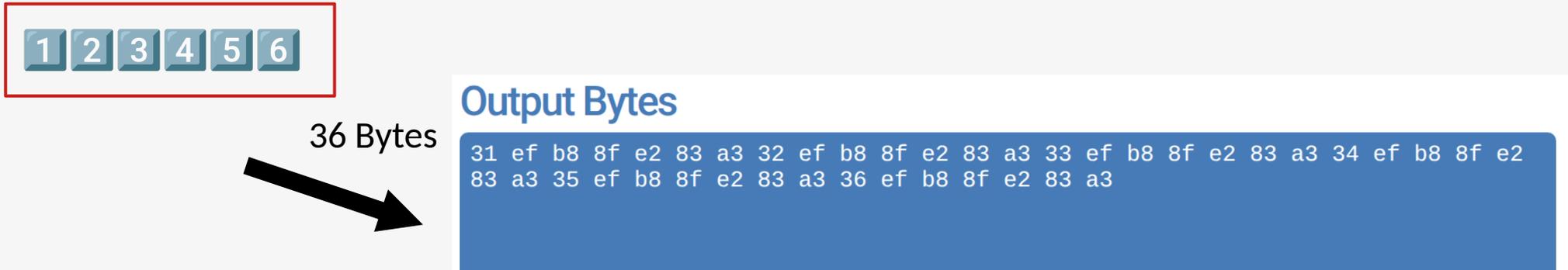
Back to the Roots



Instead of:



Think:



Back to the Roots



Instead of:

8 Bytes

password



Output Bytes

```
70 61 73 73 77 6f 72 64
```

Think:

Password

32 Bytes



Output Bytes

```
f0 9d 90 8f f0 9d 92 82 f0 9d 90 ac f0 9d 90 ac f0 9d 94 80 f0 9d 92 90 f0 9d  
93 bb f0 9d 92 b9
```


Thank you

