



# CryptoBlades Skill Token Smart Contract Audit Report

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# AUDITED DETAILS

## Audited Project

| Project name             | Token ticker | Blockchain          |
|--------------------------|--------------|---------------------|
| CryptoBlades Skill Token | SKILL        | Binance Smart Chain |

## Addresses

|                           |  |
|---------------------------|--|
| Contract address          | 0x154a9f9cbd3449ad22fdae23044319d6ef2a1fab |
| Contract deployer address | 0xdf6fEE057222d2F7933C215C11e5150bD2efc53E |

## Project Website

<https://www.cryptoblades.io/>

## Codebase

<https://bscscan.com/address/0x154a9f9cbd3449ad22fdae23044319d6ef2a1fab#code>

# SUMMARY

CryptoBlades is a revolutionary web-based NFT roleplaying game launched on the Binance Smart Chain and brought to existence by the talented group of Riveted Games. The game's core revolves around rewarding players with SKILL tokens after defeating enemies and participating in raids. They can hire additional characters, forge unique weapons, and reforge those weapons to increase their overall power. Players can also trade their characters and weapons on an open marketplace. They can also stake their SKILL earnings and receive additional SKILL as a reward.

## Contract Summary

### Documentation Quality

CryptoBlades Skill Token provides a very good documentation with standard of solidity base code.

- The technical description is provided clearly and structured and also dont have any high risk issue.

### Code Quality

The Overall quality of the basecode is standard.

- Standard solidity basecode and rules are already followed by CryptoBlades Skill Token with the discovery of several low issues.

### Test Coverage

Test coverage of the project is 100% ( Through Codebase )

## Audit Findings Summary

- SWC-100 SWC-108 | Explicitly define visibility for all state variables on lines 122 and 126.
- SWC-103 | Pragma statements can be allowed to float when a contract is intended on lines 5.
- SWC-110 SWC-123 | It is recommended to use of revert(), assert(), and require() in Solidity, and the new REVERT opcode in the EVM on lines 31.

## CONCLUSION

We have audited the CryptoBlades Skill Token project released on March 2021 to discover issues and identify potential security vulnerabilities in CryptoBlades Skill Token Project. This process is used to find technical issues and security loopholes which might be found in the smart contract.

The security audit report provides satisfactory results with low-risk issues.

The issues found in the CryptoBlades Skill Token smart contract code do not pose a considerable risk. The writing of the contract is close to the standard of writing contracts in general. The low-risk issues found are some floating pragma is set, state variable visibility is not set, and an assertion violation was triggered. The current pragma Solidity directive is `^0.4.24`. Specifying a fixed compiler version is recommended to ensure that the bytecode produced does not vary between builds. This is especially important if you rely on bytecode-level verification of the code. An assertion violation was triggered, and it is possible to cause an assertion violation. Solidity `assert()` statements should only be used to check invariants. Review the transaction trace generated for this issue and either make sure your program logic is correct or use `require()` instead of `assert()` if your goal is to constrain user inputs or enforce preconditions. Remember to validate input from callers (via passed arguments) and callees (for example, via return values). It is best practice to set the visibility of state variables explicitly. The default visibility for `tokenBlacklist` is internal. Other possible visibility settings are public and private.

# AUDIT RESULT

| Article                           | Category           | Description   | Result      |
|-----------------------------------|--------------------|---|-------------|
| Default Visibility                | SWC-100<br>SWC-108 | Functions and state variables visibility should be set explicitly. Visibility levels should be specified consciously. | ISSUE FOUND |
| Integer Overflow and Underflow    | SWC-101            | If unchecked math is used, all math operations should be safe from overflows and underflows.                          | PASS        |
| Outdated Compiler Version         | SWC-102            | It is recommended to use a recent version of the Solidity compiler.   | PASS        |
| Floating Pragma                   | SWC-103            | Contracts should be deployed with the same compiler version and flags that they have been tested thoroughly.          | ISSUE FOUND |
| Unchecked Call Return Value       | SWC-104            | The return value of a message call should be checked.   | PASS        |
| Unprotected Ether Withdrawal      | SWC-105            | Due to missing or insufficient access controls, malicious parties can withdraw from the contract.                     | PASS        |
| SELFDESTRUCT Instruction          | SWC-106            | The contract should not be self-destructible while it has funds belonging to users.                                   | PASS        |
| Reentrancy                        | SWC-107            | Check effect interaction pattern should be followed if the code performs recursive call.                              | PASS        |
| Uninitialized Storage Pointer     | SWC-109            | Uninitialized local storage variables can point to unexpected storage locations in the contract.                      | PASS        |
| Assert Violation                  | SWC-110<br>SWC-123 | Properly functioning code should never reach a failing assert statement.  | ISSUE FOUND |
| Deprecated Solidity Functions     | SWC-111            | Deprecated built-in functions should never be used.   | PASS        |
| Delegate call to Untrusted Callee | SWC-112            | Delegatecalls should only be allowed to trusted addresses.  | PASS        |

|                                     |                               |   |      |
|-------------------------------------|-------------------------------|---|------|
| DoS (Denial of Service)             | SWC-113<br>SWC-128            | Execution of the code should never be blocked by a specific contract state unless required.   | PASS |
| Race Conditions                     | SWC-114                       | Race Conditions and Transactions Order Dependency should not be possible.   | PASS |
| Authorization through tx.origin     | SWC-115                       | tx.origin should not be used for authorization.   | PASS |
| Block values as a proxy for time    | SWC-116                       | Block numbers should not be used for time calculations.   | PASS |
| Signature Unique ID                 | SWC-117<br>SWC-121<br>SWC-122 | Signed messages should always have a unique id. A transaction hash should not be used as a unique id.   | PASS |
| Incorrect Constructor Name          | SWC-118                       | Constructors are special functions that are called only once during the contract creation.  | PASS |
| Shadowing State Variable            | SWC-119                       | State variables should not be shadowed.   | PASS |
| Weak Sources of Randomness          | SWC-120                       | Random values should never be generated from Chain Attributes or be predictable.  | PASS |
| Write to Arbitrary Storage Location | SWC-124                       | The contract is responsible for ensuring that only authorized user or contract accounts may write to sensitive storage locations.   | PASS |
| Incorrect Inheritance Order         | SWC-125                       | When inheriting multiple contracts, especially if they have identical functions, a developer should carefully specify inheritance in the correct order. The rule of thumb is to inherit contracts from more /general/ to more /specific/. | PASS |
| Insufficient Gas Griefing           | SWC-126                       | Insufficient gas griefing attacks can be performed on contracts which accept data and use it in a sub-call on another contract.   | PASS |
| Arbitrary Jump Function             | SWC-127                       | As Solidity doesnt support pointer arithmetics, it is impossible to change such variable to an arbitrary value.   | PASS |

|                            |                    |  |      |
|----------------------------|--------------------|--|------|
| Typographical Error        | SWC-129            | A typographical error can occur for example when the intent of a defined operation is to sum a number to a variable.                                     | PASS |
| Override control character | SWC-130            | Malicious actors can use the Right-To-Left-Override unicode character to force RTL text rendering and confuse users as to the real intent of a contract. | PASS |
| Unused variables           | SWC-131<br>SWC-135 | Unused variables are allowed in Solidity and they do not pose a direct security issue.   | PASS |
| Unexpected Ether balance   | SWC-132            | Contracts can behave erroneously when they strictly assume a specific Ether balance.   | PASS |
| Hash Collisions Variable   | SWC-133            | Using <code>abi.encodePacked()</code> with multiple variable length arguments can, in certain situations, lead to a hash collision.                      | PASS |
| Hardcoded gas amount       | SWC-134            | The <code>transfer()</code> and <code>send()</code> functions forward a fixed amount of 2300 gas.  | PASS |
| Unencrypted Private Data   | SWC-136            | It is a common misconception that private type variables cannot be read.   | PASS |



# SMART CONTRACT ANALYSIS

|                  |  |
|------------------|--|
| Started          | Wednesday Mar 17 2021 04:35:14 GMT+0000 (Coordinated Universal Time) |
| Finished         | Thursday Mar 18 2021 12:39:30 GMT+0000 (Coordinated Universal Time)  |
| Mode             | Standard   |
| Main Source File | CoinToken.sol  |

## Detected Issues

| ID      | Title                                 | Severity | Status       |
|---------|---------------------------------------|----------|--------------|
| SWC-103 | A FLOATING PRAGMA IS SET.             | low      | acknowledged |
| SWC-108 | STATE VARIABLE VISIBILITY IS NOT SET. | low      | acknowledged |
| SWC-108 | STATE VARIABLE VISIBILITY IS NOT SET. | low      | acknowledged |
| SWC-110 | AN ASSERTION VIOLATION WAS TRIGGERED. | low      | acknowledged |

## SWC-103 | A FLOATING PRAGMA IS SET.

LINE 5

### low SEVERITY

The current pragma Solidity directive is `^0.4.24`. It is recommended to specify a fixed compiler version to ensure that the bytecode produced does not vary between builds. This is especially important if you rely on bytecode-level verification of the code.

### Source File

- CoinToken.sol

### Locations

```
4
5  pragma solidity ^0.4.24;
6
7  library SafeMath {
8  function mul(uint256 a, uint256 b) internal pure returns (uint256) {
9
```

## SWC-108 | STATE VARIABLE VISIBILITY IS NOT SET.

LINE 122

### low SEVERITY

It is best practice to set the visibility of state variables explicitly. The default visibility for "tokenBlacklist" is internal. Other possible visibility settings are public and private.

### Source File

- CoinToken.sol

### Locations

```
121 mapping (address => mapping (address => uint256)) internal allowed;  
122 mapping(address => bool) tokenBlacklist;  
123 event Blacklist(address indexed blackListed, bool value);  
124  
125  
126
```

## SWC-108 | STATE VARIABLE VISIBILITY IS NOT SET.

LINE 126

### low SEVERITY

It is best practice to set the visibility of state variables explicitly. The default visibility for "balances" is internal. Other possible visibility settings are public and private.

### Source File

- CoinToken.sol

### Locations

```
125
126 mapping(address => uint256) balances;
127
128
129 function transfer(address _to, uint256 _value) public returns (bool) {
130
```

## SWC-110 | AN ASSERTION VIOLATION WAS TRIGGERED.

LINE 31

### low SEVERITY

It is possible to cause an assertion violation. Note that Solidity `assert()` statements should only be used to check invariants. Review the transaction trace generated for this issue and either make sure your program logic is correct, or use `require()` instead of `assert()` if your goal is to constrain user inputs or enforce preconditions. Remember to validate inputs from both callers (for instance, via passed arguments) and callees (for instance, via return values).

### Source File

- CoinToken.sol

### Locations

```
30  uint256 c = a + b;  
31  assert(c >= a);  
32  return c;  
33  }  
34  }  
35
```

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This is a limited report on our findings based on our analysis, in accordance with good industry practice as of the date of this report, in relation to cybersecurity vulnerabilities and issues in the framework and algorithms based on smart contracts, the details of which are set out in this report. In order to get a full view of our analysis, it is crucial for you to read the full report. While we have done our best in conducting our analysis and producing this report, it is important to note that you should not rely on this report and cannot claim against us on the basis of what it says or doesn’t say, or how we produced it, and it is important for you to conduct your own independent investigations before making any decisions. We go into more detail on this in the below disclaimer below – please make sure to read it in full.

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## ABOUT US

Sysfixed is a blockchain security certification organization established in 2021 with the objective to provide smart contract security services and verify their correctness in blockchain-based protocols. Sysfixed automatically scans for security vulnerabilities in Ethereum and other EVM-based blockchain smart contracts. Sysfixed a comprehensive range of analysis techniques—including static analysis, dynamic analysis, and symbolic execution—can accurately detect security vulnerabilities to provide an in-depth analysis report. With a vibrant ecosystem of world-class integration partners that amplify developer productivity, Sysfixed can be utilized in all phases of your project's lifecycle. Our team of security experts is dedicated to the research and improvement of our tools and techniques used to fortify your code.