



### **Weird Science Gadget: Sleeve Gun**

The **Sleeve Gun** is a concealed, spring-loaded weapon which extends a small firearm from a specially designed bracer worn around the wrist. This device can be used to quickly draw a firearm.

During combat, an attacker with a **Sleeve Gun** may draw their hidden firearm and attack without needing to have their weapon “readied” to gain +50 DEX when determining position in the DEX order for combat (as per the **Quick Draw Talent**, p.25 *Pulp Cthulhu rulebook*). A **Sleeve Gun** is typically used with a .22 Short Automatic or .22 Derringer (causing 1D6 damage, p.402 *Keeper Rulebook* or p.251 *Investigator Rulebook*).

**To build:** parts cost \$250, requires 1d10+5 days, and a successful combined **Hard Mechanical Repair** and **Hard Art/Craft (Weaponsmith)** roll.