

Basic: The user of these gloves may spend 10 mind and perfectly conceal a melee small, 1h firearm, or thrown weapon until the next 12s or 4 hours, whichever is longer. This weapon is considered out of game and should be ignored until revealed by the user. Neither the concealed weapon nor the gloves may be stolen or looted without the consent of the owner. Use of this item and the time it was activated must be noted on your character sheet.