Note that characters should always be able to observe what is immediately obvious (gamemaster's discretion, keeping in mind any perception enhancements the character may have) without having to spend a Simple Action and make a Perception Test. For example, a character might automatically be aware that someone is running toward him with a gun in hand; however, the gamemaster may decide that the character cannot tell if it is a friend or foe without taking an Observe in Detail action.

Pick Up/Put Down Object

A character may pick up an object within reach or put down one that he was holding by expending a Simple Action (note that just dropping an object is a Free Action).

Quick Draw

A character may attempt to quick-draw a pistol or pistol-sized weapon and immediately fire it by expending a Quick Draw action. For the character to successfully draw the weapon, the player must make a Pistols + Reaction (3) Test. If the pistol is held in a quick-draw holster (see p. 311), reduce the threshold to 2. If the test is successful, the character draws the pistol and fires as a single Quick Draw Simple Action. If the test fails, he clears the gun but cannot fire with the same Simple Action. If he glitches, the gun is stuck in the holster or dropped. On a critical glitch, it is flung across the room or misfired while still in the holster.

Only weapons that can be fired with a Simple Action can be quick-drawn. Two weapons may be quick-drawn and fired simultaneously, but this raises the threshold on the Pistols + Reaction Test to 4 (see *Attacker Using a Second Firearm,* p. 141). A separate Pistols + Reaction (4) Test is required for each pistol (threshold 3 if they are held in quick-draw holsters).

Ready Weapon

A character may ready a weapon by spending a Simple Action. The weapon may be a firearm, melee weapon, throwing weapon, ranged weapon, or mounted or vehicular weapon. Readying entails drawing a firearm from a holster, drawing a throwing or melee weapon from a sheath, picking up any kind of weapon, nocking an arrow in a bow, or generally preparing any kind of weapon for use. A weapon must be ready before it can be used.

A character can ready a number of small throwing weapons, such as throwing knives or shuriken, equal to one-half his Agility (round down) per Ready Weapon action.

Remove Clip

A character may remove a clip from a ready firearm by taking a Simple Action. See *Insert Clip,* p. 136, and also *Reloading*

Weapons, p. 312. It takes another Simple Action to grab a fresh clip and slam it into the weapon.

The wielder of a linked smartgun may eject the gun's clip by spending a Free Action to make a simple cybernetic command. See *Smartgun System,* p. 311.

COMBAT ACTIONS

Free Actions
Call a Shot
Change Linked Device Mode
Drop Object
Drop Prone
Eject Smartgun Clip
Gesture
Intercept
Speak/Text Phrase
Run

Simple Actions
Change Gun Mode
Fire Weapon (SS, SA, BF)
Insert Clip
Observe in Detail
Pick Up/Put Down Object
Quick Draw
Ready Weapon
Remove Clip
Sprint
Stand Up
Take Aim
Throw Weapon
Use Simple Object

Complex Actions
Fire Automatic Weapon
Fire Mounted/Vehicle Weapon
Full Defense
Melee/Unarmed Attack
Reload Firearm
Use Complex Object
Use Skill

Sprint

Sprinting allows a character to increase his Running rate by using a Simple Action and making a Running Test (see *Movement,* p. 138).

Stand Up

Using a Simple Action, a character who is lying down or prone may stand up. If the character is wounded and attempting to stand up, he needs to succeed in a Body + Willpower (2) Test to do so (wound modifiers apply to this test).

Take Aim

A character may take aim with a ready ranged weapon (firearm, bow, or throwing weapon) as a Simple Action. Take Aim actions are cumulative, but the benefits are lost if the character takes any other kind of action—including a Free Action—at any time. Take Aim actions may be extended over multiple Action Phases and Initiative Passes, even from Combat Turn to Combat Turn. The maximum number of sequential Take Aim actions a character may take is equal to one-half the character's skill with that weapon, rounded down.

Each Take Aim action applies a +1 dice pool modifier to the Attack Test.

Take Aim may also be used to line up a shot using an image magnification system (see p. 141); in this case the +1 Take Aim bonus does not apply (but range modifiers are neutralized).

Throw Weapon

A character may throw a ready throwing weapon (see *Ready Weapon,* at left) by taking a Simple Action.

Use Simple Object

A character may use a simple object by taking a Simple Action. In this case, "simple" is defined as a device or mechanism that can be operated via a simple activity such as pushing a button, turning a knob (doors must be unlocked to be opened with a Simple Action), pulling a lever, and so on. The gamemaster must decide on a case-by-case basis if a device or mechanism is simple or complex. A character can also use objects such as pills, skillsofts, or slap patches by taking a Simple Action.