

If damage modifiers reduce a character's Initiative Score to zero or less, that character does not get any actions during that Combat Turn.

Lucky for Cottonmouth, one of his quicker friends shoots the ganger with a taser before he can act. The ganger takes 6 boxes of Stun damage and suffers a wound modifier of -2. That immediately drops his Initiative Score from 13 to 11, meaning that Cottonmouth will get to act before the ganger after all.

INITIATIVE PASSES

Some characters may have magic or implants that allow them to act more than once in a Combat Turn. When this occurs, the Combat Turn is divided into Initiative Passes. Everyone gets to act during the first Initiative Pass (in order according to their Initiative Score), characters with two actions get to go again during a second Initiative Pass, characters with three actions get a third action during a third Initiative Pass, and so on. No character can act in more than 4 Initiative Passes in a Combat Turn (even if they spend Edge).

If a character does not get an action that allows him to act during an Initiative Pass, he can do nothing; he must bide his time until the next turn. The character also gets no Free Actions during those extra Initiative Passes; he may, however, still dodge and defend against attacks.

The same Initiative Score is kept for the entire Combat Turn—do not re-roll it for each Initiative Pass. The only way to affect an Initiative Score during the Combat Turn is with wound modifiers.

The number of Initiative Passes in which a character gets to act during a Combat Turn should be noted on his character sheet.

SWITCHING INITIATIVE

In some cases, a character's Initiative or Initiative Passes may change in the middle of a Combat Turn due to the use of certain gear, spells, or abilities (turning on your wired reflexes, for example, or a magician re-entering his body from astral space).

If a character's Initiative attribute changes, immediately apply the difference as a positive or negative modifier to the character's Initiative Score. This new Initiative Score applies for any subsequent actions in that Combat Turn. So a character with Initiative 8 and an Initiative Score 11 who activates an implant that changes his Initiative to 10 (+2) immediately raises his Initiative Score to 13 (11 + 2).

If the number of Initiative Passes available to a character *increases*, that character does not gain the extra Initiative Passes for that turn. So a magician with 1 IP who takes his first action to astrally project (+2 IP) does not gain any extra actions that turn, but he will have 3 IP for the next turn.

If the number of Initiative Passes available to a character *decreases*, then that character immediately loses any extra Initiative Passes for that turn he might have had. So when that same magician returns to his body, he immediately loses 2 IPs on that turn.

INITIATIVE AND EDGE

A character can use Edge to affect his Initiative in several ways during a Combat Turn:

- Edge may be used on the Initiative Test, as per normal Edge rules (see *Edge*, p. 67).
- Edge can be spent to go *first* in an Initiative Pass. The character must declare this at the beginning of the Initiative Pass. He then goes first, regardless of his Initiative Score. If more than one character spends Edge to go first, resolve which of the Edge-spending characters go first by their Initiative Scores; non-Edge-spending characters go on their Initiative Scores as normal.
- Edge can be spent to get an extra Initiative Pass action. A character who only acts once a turn could, for example, spend 1 point of Edge to act during a second Initiative Pass as well. The character must declare this at the beginning of the Initiative Pass—it is not possible to buy an action in the middle of a pass. A character may only purchase 1 extra action this way in each Combat Turn.

INITIATIVE GLITCHES

If a character rolls a glitch on his Initiative Test, he automatically goes *after* anyone who has the same Initiative Score as him (rather than acting simultaneously). If the gamemaster chooses, she can also inflict a minor dice pool modifier (-1) to the character's first action, to reflect his stumbling start.

If the character rolls a critical glitch, he not only goes last in each Initiative Pass, but he also loses one of his extra actions (if any); this does not affect characters who have only one action per turn.

DELAYED ACTIONS

Sometimes players don't want to go when it's their turn. They prefer to wait to see what happens and how others act before they go. This is called a *delayed action*. A delayed action must be declared during Step 3A of the Combat Turn (see *Declare Actions*, p. 132). A player can declare a delayed action on any of his actions in any pass.

A character can delay an action until a later Action Phase. During the Declare Actions part of that Action Phase, the character must declare that he is intervening. Characters who have held an action and intervened in this manner go before anyone who is normally taking his action during that Action Phase. If multiple characters delay their actions until the same Action Phase, they act at the same time. Note that a delayed character can choose to intentionally act after another in an Action Phase, but only if he would normally have gone before.

The character delaying an action in this manner does not lose his original Initiative Score. Once that Initiative Pass is over, the character's Initiative Score applies to any additional passes that occur.

Players can also decide to go after the last player's Action Phase in a pass. As long as the character acts before that pass ends and the next one begins, there is no problem. If more than one character decides to act last in a pass, resolve who goes first as if resolving an Initiative tie.

A character can also delay his action until the next Initiative Pass. If he had an action in that Initiative Pass, then

