

YOU'RE FLEEING THE LAW. You've made enemies with the wrong people in Cassomir. Maybe you spoke ill of the Governor, or came to blows with a member of the Blackrock Company. Whatever the reason, when you saw an opportunity to flee the city, and maybe make a little money, you couldn't say no. Given that your enemies may be lurking behind any corner, you are (justifiably) paranoid and quick to react to danger. You gain a +2 bonus on Initiative checks.