

## Bruno

You, an obsessed neonate known only as Bruno has been bonded to André ever since you tasted his blood as a young mortal at the club Ostgutt in 1998, a year before you were chosen to join the ranks of the kindred.

Amir: You were a disappointment to the Toreador in general and your Sire Amir in particular. You had problems controlling your impulses, and Amir arranged for you to be permanently bound to André, just like him. The idea was that the common bond would bring you closer to each other. The result was the opposite. Amir grew possessive over André and jealous. His promise to share André and his blood didn't match with the reality of the bond. Amir probably should have killed you when you turned out rotten, but pity is a powerful emotion, even among the dead. Instead Amir brought you into the coterie "Die Penner", in exchange for promises of blood from André and the repair and improvement of your status. The promises were either forgotten or broken, the blood as well as the improvement and you settled in a state of permanent bitterness and subjugation.

You have carried on an unlife of privilege and power over the Anarchs for as long as you've been inside the Camarilla. You are pretty low on the Cam-ladder, but it's a lot better than being a fucking Anarch and have no rights to power, to feed and no control of one's future. You have kicked downwards and licked ass upwards for most of your undead existence.

Coterie: When Amir realized that the bonding with André won't work, your Sire convinced the rest of the coterie – back at the time Amelina - to actively keep you separated from André.

You do know that Amelina and thus Nicholas are Ventrue as well as that Amelina is an Anarch and one of the princes (Wilhelm Waldburg) children.

The coterie was one of the few spaces within the Camarilla that offered you status and the possibility to kick down hard. Though you are not sure why the others keep you in, most times your best guess is to keep you separated from André.

The worst thing: You destroyed Otto Brezler's family. Otto kept in touch with his mortal family after he was Embraced. Otto was careful, and they didn't know Otto was a vampire. He knew it was risky, but he loved them too much to let go. You found out, and every single person in Otto's family was murdered "to protect the Masquerade". While he watched.

You heard about the location of his new Haven from Markus Fischer. One of the several goons the Sheriff keeps around as help.

The worst thing you did to an Anarch: When the Anarch revolt started you haven't tasted André for more than a year and have grown desperately envious of your high-status coterie-members. They may think you slow, but you know an opportunity when you see one.

You know each of them is blood bonded to André and if you can't have André, then no one will. An anonymous phone call to the Anarchs - Victor Keller to be precise, a member of Red Liberation an extremists group even within the scum - sealed the fate of your lost lover.

You knew his hiding ground and his safeplace within and gave it away. During the phone conversation with Victor to you had to give up the names of the members of the coterie.

You know that André usually resides at the Golden Gate Club and that he has a panic room in the cellar and that there is a pin-code locked door with the code 3554.

Blood: You are Toreador, Child to Amir.

Motive: You want to see André meet his final death and watch it actually happening. You are aware that he has blood-bonded not only you but Amelina, Amir and Nicholas as well. Whether you actually want to see André dead to punish your coterie or want to release them is up to you.

Next to that you do want the rest of the coterie to get their comeuppance for their actions against you and move up from being a doormat.

Mortal Identity: Bruno, just Bruno.

Cover Identity: None.

You have helped your Sire to create the cover-identity of Aydin Baram, back those days when it wasn't as clear how much of a failure he would perceive you to be.

Influence: You have cultivated a small but useful herd among the club scene.

Hunting Ground: The KitKat, a massive 24/7 sex club. Somewhat a standard place for the coterie to hang out in.

Haven: A well secured cellar around the corner of the KitKat.

Camarilla Cities: You have heard great stories about London, mostly via André when you were still in contact. About the ruler of London, Mithras, who has a good, solid rule over the city.

You heard that Vienna is under a complete lockdown by the Tremere, no one who got there returned.

Camarilla Ties: You are well connected to Markus. He works as a deputy to the Sherrif. A fancy title that essentially means that he beats up Anarchs at his masters command. Markus might be your stepping stone into a potentially more interesting, prestigious position or a handle to build up some influence.