The Bleeding Oath

During the first days of the Exile, when the survivors of humanity-that-was fled to the wilds, one large band split off from the rest of the exiles. They swore two oaths on that day- the first was that they would take back humanity from the robots. The second was that they would never be like the robots, and that they would do all that they could to prevent that. Over time, these oaths mutated into a new code- the Code of Blood.

The Code of Blood

In the modern day, the Code is what governs the survivor tribe known as the Bleeding Oath. The tenets are simple.

1. Remember what separates us from the chromehearts.
2. Do not waste human blood.
3. Humanity’s strength is in creativity and chaos. Do not forget.
4. Abandon the fools who would seek ease of life over human nature.
5. Honor is a waste of blood.

The people of the Oath

As a culture, the people of the Oath are hardy. They know the way they do things, and stick to it. As long as the heart yet pumps the blood they value, they will not back down. They augment themselves with powerful cybernetics- never replacing the blood or the brain, but making them far stronger than an unaugmented human. Accordingly, they value martial strength. Might is necessary to fight off the robot overlords, and might makes right. However, by no means is their culture brutish- might is necessary, but they don’t see anything opposing the use of brains. That said- they hold much anger towards those who they see as being willing to throw away their humanity in pursuit of knowledge. Other cultures are also often horrified by their treatment of the dead- both their own dead and other humans. They take the bodies, and drain their blood, using it for research or consumption. After all, it would be a sin against the Code to waste such a precious resource.

The Oath-bearers

The Oath-bearers are the leaders of the Oath’s people, proven warriors all. The trio of them are warchief and judge, jury and clan head, and even should it come down to it, executioner. To become an Oath-bearer is simple: be a member of the Oath, and defeat one of them in a non-lethal duel. Of course, this feat is easier said than done- all three are accomplished warriors in their own rights.

Kaizen “Cobalt” Bezier

The first of the Bearers is also the youngest. Earning the nickname of Cobalt for the blue sheen of his modifications, he managed to take the seat at 30, 3 years ago. Bezier believes that everything should be for the coming war- while he’s not delusional, he thinks the goal of the tribe should be taking the City once ready for it.

Cybo Ryneheart

Cybo is the eldest of the Bearers. At 83, she is one of the only people who remembers the Exile, and it has scarred her. While she’s an unholy monster in a fight, her belief is that the survival of the tribe is paramount- and running will get nowhere. Accordingly, she pushes to stay in one place and build up, rather than lose blood fleeing.

Ajax Torrentson

Unlike the other Bearers, Ajax is an oddity- cast out at a young age by one of the other tribes, he is a believer in the ideals of the Oath. Despite the harm he was dealt, his belief is that all of what remains of humanity should be united under one banner to try and fend off the robots- of course, it should be the banner and ideals of the Bearers.