

Bes Bandagehead

I hope something will differ today...

-- Bes Bandagehead

A redhead doll with an overabundant love towards icepickers and bandages. He was an art project that got abandoned alongside an unfinished project that is supposed to be his sister. At one point in his life, he is "gifted" with a human-like awareness by a being called "The Godmother", much to his dislike.

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Backstory

Can a machine desire? At most, it is believed that they can only simulate what seems like "desire". Yet, some outlier exist through unconventional means. Bes is one of them.

After his creator disappeared out of the blue 5 years after his creation, he is left to fend for himself and an unfinished model of what is supposed to be his sister. Years pass by as both of them began to degrade from lack of care, left unattended in the gradually rotting house. However, Bes miraculously is able to still keep himself working, sustaining himself through the rules built within his internal protocols. He is able to keep everything good enough to work out. This goes on for another 5 years.

Then one day, a strange thing happened. He gained the ability to dream despite the impossibility of it. He first dreamed of a nightmare, of his initial creation and the loneliness that comes with his abandonment. Then after that, dreams of his sister, repeating endlessly throughout his sleeping state that just newly exist. From that recurring dream, comes a feverish desire to bring his sister to life.

These dreams jeopardize his "life" as they become noticed by a mischievous deity, unnamed and unbound by time and space. Finding interest in his existence, she branches out to his world and shares a strand of her near-infinite being to the dreaming doll, giving him "a breath of life"; a new kind of awareness that he previously did not have.

Bes Bandagehead



Aliases/Nickname(s)
Bes, Nailhead, Bass Clef

Profile Data

Race
Doll (technically a robot)

Pronouns
he/him

Age
20 years old

Weight/Height
80 kg/165 cm

Fuel
Sugar water, can be subbed with anything sugary or sweet as long as it's liquid.

Hair/Eye/Skin Colour
Red/Black/Light purple

Distinguishing Marks

- The "anti brain explosion" nail in his head
- Skeletal-like, clawed left hand
- The bandage covering his head

Abilities

Abilities

Piercing left hand

Unlike most of his body that is covered by a layering of fabric, his left hand is skeletal-like with lanky fingers. People tend to assume that it is dangerous because of its sharp-looking ends, but the biggest problem lies in the fact that the ends of his left fingers are pretty blunt. While he does use it to pierce, it is not a clean-cut pierce as he needs to put more force into it to actually pierce something, causing an unclean and forced cut.

This move is sometimes paired with using his icpickers as a mock weapon, as he leads on the other party into believing that he is going to attack them with the icpickers, before attacking them with his left hand.

Glass-Bottle Hit! (and Many More Item Switches)

He hits his opponent with his glass bottle or anything else he has previously stored in his suit. That's it.

Note that he is unintentionally a hard-hitter as he does not have a good measure of his own strength a lot of times.

The Green Suit with 20-Space

It was a gift from the Godmother for his 17th birthday. The inner pockets of this suit have a pretty interesting hammerspace quality. Each one of his pockets can contain an item that should be impossible to be kept in a suit by size and weight (such as shoes and tall bottles), though it is not known for now the size limit of an item one space can hold. The biggest item Bes had brought in his pocket is probably the red chair he uses in his room.

Small items (like candies or jewelries) can be put together into one pocket though limited to only 10 items per pocket.

Numbness

Being a doll, he cannot feel pain or any kind of tactile sensation. While he rather hates being unable to feel anything, he uses this to his advantage a lot of times. He would consciously rip out a part of his own body as means to take his opponent off guard when he is cornered.

Self-mending

He is able to mend himself, having the protocol and his own blueprint laid out inside his memory. Even if he is unable to retrieve or collect a part of his body, he is usually resourceful enough in finding substitutes that he can use for the time being. On a related note, he's really good at sewing.

"Brain Explosion"

A "last resort" move. In short, it's a move that is done by taking off the "anti brain explosion" nail out of his head.

In the first place, the nail in his head acts as a corrector for a faulty part in his motor control circuit. Taking off the nail results in a faster and more agile movement for a few moment, before his circuit hypothetically overheats and explode, causing his so-called "brain explosion". While he can survive a "brain explosion", it is notably the closest feeling to death he can feel, so he would rather not like to feel it.

Another drawback from this ability is that his body is not made to handle the speed he would go into without the nail implemented, that even before he overheats, he might already mess up his articulations first. It is an ability with more disadvantages than advantages for him.

Strengths

He is surprisingly adaptable in odd situations despite his limited nature. He tend to have an esoteric line of thinking, and so he commonly ends up with ridiculously stupid yet working strategies when facing a problem. This is mainly influenced by his willingness to sacrifice most things he deem important or to cripple/destroy parts of himself if he finds it to be an advantageous gambit. The only thing that will really make him halt and think twice first is if it comes to the point where he has to take off his nail.

Weaknesses

As said before, he is considerably naive and impulsive in the grand scheme of things. He easily gets provoked when he feels threatened and might end up blundering. The same goes for the opposite, as he is also easily persuaded and tricked by anyone that he finds "safe" enough (which is anyone that acts nice to him). In short, he is pretty gullible.

Another glaring weakness he has is the fact that he is neither built for combat nor understand how to properly fight as he was simply made for an art project. Even though he is strong enough to handle hits from ordinary humans, he will realistically lose to anyone who has an above average physical strength. Contributing to this fact is his lack of pain reflex and numbness.

- His dislike towards houselizards comes from the fact that it is awfully common for them to get stuck inside his main control panel and get fried inside.
 - His scleras used to be more pale and white in color, but they gradually yellow as they are made from cheap plastic.
 - He has a soft and jovial voice, though it glitches from time to time. His voice comes from a voicebox installed in his neck and he actually does not even need to move his mouth to speak.
 - As much as he dislikes The Godmother, he still somehow sees her as a "mother figure" as she did help him adapt with his new awareness and come around from time to time to check out on him. They have an odd mother-child relationship.
 - A pretty prominent influence The Godmother had on him is on the way he thinks. He tend to monologue in a "poetic" way when lost in thought. He would feel embarrassed if anyone ever caught him doing these bouts of monologues out loud, even though he usually does them only internally
 - He nicknames his sister model "Melody" as she did not have a name yet when his creator disappears.
 - His outer layer of body is made out of wool-cotton blend fabric.
 - His internals are waterproof with a 50 meters water depth limit.
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