Skye Slade

DGM 3620

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Toy Story 5 Villain Character

Character: Lego Pirate

Name: Doesn’t have an official name because she was never owned by a child. She generally goes by “LP” (Lego Pirate) or “Boss”

Backstory:

LP has lived her entire toy life inside a prize box at the Marauder’s Cove Seaside Carnival, waiting for a child to win her. Days went by, then weeks and months, but at least she wasn’t waiting alone. She was in a box filled with another Lego’s, but only one interested her. He was another pirate Lego and arrived in the same shipment as LP. They spent they’re days chatting with each other, and they’re nights taking strolls on the boardwalk. They both enjoyed they’re time together so much, that every morning, before the carnival opened, they would bury themselves at the bottom of the prize box to decrease the chance that a child would pick them as their prize.

Everything was great for LP and her friend, until one fateful day. On this day, a child won LP’s game and went to pick a prize. LP and her friend weren’t worried since this had happened many times and no child has ever gotten close to picking one of them, but this child was different than the others. This child shoved his hands straight into the box, heading for the bottom, with the thought that the bottom toys are the best toys, and got a hold of LP’s best friend. LP attempted to hold onto him, but she was only pulled out as well. The child, seeing that he has two toys and not wanting to get in trouble with the game operator shook LP from her friend and she fell back into the box. As the game operator was putting the prize box back behind the counter, LP was able to catch a quick glance at her friend right as the child began to pull him apart. This was fine, right. Legos are meant to be taken apart and put back together, but the child and his butterfingers accidently dropped her friends head and it fell through the cracks of the boardwalk. The child, seeing that he had lost the most important part of his Lego character, decided that he didn’t want the rest and dropped the rest of the pieces down the cracks as well.

Watching her best friend be pulled apart then just tossed aside traumatized LP and set her on a quest to never let any child win any prizes ever again. She didn’t want any of these other toys to suffer at the hand of the children.

Every night after the incident, LP went around attempting to rig all the games to be unwinnable. She was able to do quite a bit of damage to the mechanical games where she could get her small hands into the gears and clog them up, so they no longer worked. During her process of clogging up one of the games, her hand got stuck in a gear and was broken into pieces. This didn’t stop her though, LP just fashioned herself a multipurpose tool out of a rubber band and paper clip. Generally, the paperclip was shaped like a hook, but she also could pick locks and puncture holes with it.

LP had found a great routine of rigging mechanical games throughout the night, but the non-mechanical games became a problem. Being so small she can’t lift or move any large pieces, and couldn’t rig any of those games, that is, until she came across a fellow carnival toy on the beach. This toy, a stuffed panda, was in a terrible state. The panda had been ripped apart by a child’s pet dog and left behind at the carnival, due to his state. LP using her hook hand as a needle and some spare thread she found on one of her night walks, helped to re-stuff and sew Panda back together. Panda, seeing how careless children can be and how this can change the lives of toys, decided to join LP on her quest to stop any toys from ever leaving the carnival by a child’s hands. From then on LP and her right-hand man Panda, along with any other toy that decide to join her crew, went every night, rigging all the games, attempting to stop all toys from being won.