Characters D6 / Wim (Human Youngling)



Name: Wim
Homeworld: At Attin
Born: c. 1 BBY
Species: Human
Gender: Male
Height: 1.43 meters
Hair color: Dark brown
Eye color: Brown
Skin color: Tan
Parent(s): Wendle, Wim's mother
Affiliation(s): At Attin Middle School Gamma, Skeleton Crew, Troiks (Conscripted, briefly), Troik Army (Conscripted, briefly)
Move: 10

DEXTERITY: 3D
- Brawling Parry: 4D
- Dodge: 5D
- Running: 4D+2

PERCEPTION: 3D
- Bargain: 3D+1
- Hide: 3D+1
- Persuasion: 4D+1
- Search: 4D
- Sneak: 4D+1

KNOWLEDGE: 2D
- Streetwise: 4D
- Survival: 3D
- Willpower: 3D+2

STRENGTH: 2D
- Brawling: 2D+1
- Climbing/Jumping: 4D+2

MECHANICAL: 2D
- Repulsorlift Operation: 4D+1
- Starship Gunnery: 3D+2

TECHNICAL: 2D
- Repulsorlift Repair: 2D+1

EQUIPMENT
- Street Clothes, 25 Old Republic Credits

FORCE SENSITIVE - N
FORCE POINTS 3
DARK SIDE POINTS 0

CHARACTER POINTS 2

Description: Wim was a male human youngling who lived on the isolated planet of At Attin in the New Republic Era together with his father, Wendle. He attended At Attin Middle School Gamma alongside his best friend, Neel. Bored with the monotonous life on the planet, Wim was passionate about tales of old, particularly about the Jedi.

Around 9 ABY, Wim found an old starship buried in the woods outside his home city. Unbeknownst to him, the ship was actually the Onyx Cinder, a pirate vessel that once belonged to Captain Tak Rennod. While exploring the interior of the Onyx Cinder, Wim and Neel, along with Fern and KB, accidentally started the vessel and traveled past the barrier, becoming stranded in space and separated from their families. With the help of SM-33, a droid that once belonged to Rennod, the children arrived on Borgo Prime, where they were taken prisoner by Brutus's pirate crew. Locked in the same brig, they ultimately escaped by joining forces with former Captain Jod Na Nawood, who was intrigued about the story of the legendary planet of At Attin and resolved to verify the children's claims.

To this end, Jod and the younglings traveled to the Observatory Moon to seek guidance from astronomer Kh'ymm, who helped establish the possibile coordinates of At Attin. The coordinates, however, finally led the Skeleton Crew to At Achrann, another of the hidden planets collectively known as the Jewels of the Old Republic. Following a brief involvement in the conflict between the Hattans and the Troik, the Skeleton Crew ultimately left At Acharann. On their way to Lanupa, where they hoped to access Rennod's data log, Wim grew skeptical about the journey and realized that the galaxy was nothing like what he had imagined based on his adventure stories.

Biography

Early life

Wim, a male human youngling, was born around 1 BBY to Wendle and a certain woman, with whom he lived on the isolated planet At Attin. In his childhood, he would curiously listen to bedtime stories his mother used to read to him before the two were separated. Around 9 ABY, Wim attended At Attin Middle School Gamma and was best friends with his schoolmate Neel. At that time, he lived with his father only.

An imaginative boy with a penchant for daydreaming, Wim grew fascinated about adventures, wishing that he could one day leave his home planet. The boy would often play pretend with his friend Neel and role-play as a Jedi, as well as play in the privacy of his home with a collection of action figures.

Career Assessment Test

One day around 9 ABY, Wim was playing in his room, acting out a Jedi—Sith duel with his action figures, when his father suddenly called him to the kitchen, reminding him that it was a school day. As Wim had cereal with gray milk for his breakfast, his father was looking around for his passcard, accusing Wim of having misplaced it. Shortly, however, he realized it was in his own pocket all along. Before departing, Wendle gave Wim a stack of credits for lunch, informing the boy that he would not be available for a week due to a Supervisor's review. Wim left shortly afterwards, and on his way to the tram stop, he accidentally startled Ikk's frog-dog. Finally, he met his friend Neel, and the boys took the opportunity to act out a pretend duel, with Wim using a toy lightsaber hilt. As the play drew to a close, the boys were noticed by a group of other schoolchildren waiting for the tram across the street. Neel and Wim quickly joined them, feeling somewhat embarrassed, and the tram departed. During the trip, Wim was engrossed in his storypad tales when he suddenly noticed Fern and KB pass the tram on their hoverbikes. He was surprised to see the girls veer off the main road

and ride over a dead-end barrier into a nearby forest. However, Neel—whom Wim had been quietly ignoring all the way—denied having noticed the girls. After the tram reached its destination and dropped the children off by the school, Wim saw Fern and KB one more time, watching as they were lectured by a security droid.

During class, Wim appeared inattentive, choosing to use the built-in control dials on his desk to generate an image of a Jedi Knight on the tabletop screen instead of focusing on the lesson. His behavior did not go unnoticed by Undersecretary Fara, a representative from the Office of the Supervisor. Upon hearing Fara clear her throat, Wim hastily switched off the screen and redirected his attention to the visitor, who had joined the class to discuss the upcoming Career Assessment Test. Wim felt a wave of confusion when he realized the test was scheduled for the following day. Later in the session, the teacher droid prompted the students to tell the undersecretary how they envisioned contributing to the Great Work. Several classmates shared their aspirations before Fara turned her attention to Wim, noticing his attempt to shrink into his seat to avoid being called on. Hesitantly, Wim mentioned his father's role as a Systems Coordinator but expressed that he himself would rather help people directly, a confession promptly dismissed by the teacher droid, who explained that aiding was a responsibility assigned to safety droids. As Wim finished speaking, he heard a loud chuckle from the student sitting behind him, further adding to his discomfort.

Personality and traits

Wim was a young human boy with tan skin, brown eyes, and thick, voluminous, curly brown hair. An At Attin Middle School Gamma student, he sported a school uniform comprising a beige jacket with the school's emblem with a blue T-shirt underneath, an outfit he happened to wear when accidentally leaving his home planet of At Attin.

Wim was a boy with a vivid imagination and a penchant for daydreaming. A lover of tales of old, he particularly admired the Jedi, often reading about them on his datapad, playing with Jedi action figures modeled after them, and role-playing as Jedi Knights with his friend Neel. He also had a longing for adventure and excitement, feeling bored with his home planet's monotonous lifestyle.

Raised on tales of old, Wim's personality was heavily shaped by the stories he read. He envied Fern's position as a captain, a role he aspired to claim for himself. Impulsive by nature, Wim often acted without thinking, such as starting the Onyx Cinder out of pure curiosity or drawing a lightsaber to confront Jod Na Nawood after his betrayal, only to accidentally ignite it upside down shortly thereafter. Furthermore, Wim's childish behavior did not always comply with the gravity of the situation. Instead of staying alert, he and his fellow Skeleton Crew younglings preferred to frolic, running the risk of exposure.

As a member of the Skeleton Crew, Wim's longing for excitement and adventure began to fade when confronted with the harsh realities of a wandering life. Alongside his fellow crew members, Wim had to face various adversities, such as fleeing from a hostile pirate crew or becoming entangled in a war. Once eager to set off on an interplanetary journey, the boy became somewhat homesick, missing his father and mother alike, knowing full well it was no longer possible for him to see the latter. When feeling depressed, he would go aside to cry in solitude. In such moments, he could count on Jod, a Force-sensitive whom Wim, having been raised on adventure stories about Jedi, looked up to as an embodiment of the virtues he knew from those tales of old.

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