Characters D6 / Qui-Gon Jinn (Human Jedi M



Name: Qui-Gon Jinn
Homeworld: Unidentified planet
Born: 92 BBY
Died: 32 BBY Naboo
Species: Human
Gender: Male
Height: 1.93 meters
Mass: 88.5 kilograms
Hair color: Brown (graying)
Eye color: Blue-gray
Skin color: Light
Move: 10

DEXTERITY: 3D
- Blaster: 4D
- Dodge: 8D+1
- Lightsaber: 9D
- Melee Combat: 5D
- Melee Parry: 5D+2

PERCEPTION: 3D+1
- Bargain: 5D+1
- Command: 7D
- Hide: 6D
- Investigation: 6D
- Persuasion: 7D+2
- Search: 5D
- Sneak: 6D

KNOWLEDGE: 3D+2
- Alien Species: 7D+2
- Bureaucracy: 5D
- Cultures: 8D+1
- Scholar (Jedi Lore): 9D
- Languages: 9D
- Planetary Systems: 7D
- Streetwise: 7D+1
- Survival: 5D+2
- Tactics: 6D
- Willpower: 8D

STRENGTH: 2D+1
- Brawling: 5D+2
- Climbing/Jumping: 6D+2
- Stamina: 4D
- Swimming: 7D+1

MECHANICAL: 2D

Space Transports: 5D
Astrogation: 5D+2
Repulsorlift Operation: 6D+1
Sensors: 4D
Communications: 5D
Starfighter Piloting: 5D+2
Starship Gunnery: 5D+1
Starship Shields: 5D+1

TECHNICAL: 2D+1
First Aid: 9D+1
Lightsaber Repair: 5D+1
Medicine: 6D+2
Security: 5D+1
Space Transports Repair: 4D+1

SPECIAL ABILITIES
Force Skills:
Control: 10D+1
Sense: 13D+2
Alter: 9D+1

Force Powers: Lightsaber Combat, Absorb/Dissipate Energy, Accelerate Anothers Healing, Accelerate Healing, Affect Mind, Control Anothers Pain, Combat Sense, Concentration, Control Pain, Danger Sense, Detoxify Poison, Dim Others Senses, Emptiness, Enhance Attribute, Farseeing, Force Harmony, Hibernation Trance, Life Detection, Life Sense, Magnify Senses, Projective Telepathy, Receptive Telepathy, Reduce Injury, Remain Conscious, Return Another to Consciousness, Resist Stun, Sense Force, Sence Path, Short Term Memory Enhancement, Telekinesis, Transfer Force, Force Push

EQUIPMENT
CREDITS - 300
Green Bladed Lightsaber (5D), Jedi Robes, Rebreather, Utility Belt, Comlink

FORCE SENSITIVE - Y
FORCE POINTS 12
DARK SIDE POINTS 0
CHARACTER POINTS 22

Description: Qui-Gon Jinn was a Force-sensitive highly respected, yet maverick and unconventional Human male Jedi Master, who lived during the last decades of the Galactic Republic and was most notably responsible for discovering Anakin Skywalker, the Chosen One of the Jedi prophecy, and bringing him into the Jedi Order. An adherent of the Living Force, Jinn always kept his focus in the moment and often clashed with and even openly defied the Jedi High Council. Born in 92 BBY, Qui-Gon Jinn was raised at the Jedi Temple on the galactic capital of Coruscant before being apprenticed at the age of ten to Jedi Knight Dooku. After years of training under Dooku, Jinn achieved the rank of Jedi Knight and—after successfully training a Padawan of his own, a farmer's son named Feemor—became a Jedi Master himself. Shortly after that, Jinn took on a second Padawan, a prodigy named Xanatos, whom Jinn had himself discovered and had brought to the Jedi Temple earlier. Jinn was marveled by his Padawan's prowess so much that he turned a blind eye to Xanatos's flaws, namely his desire for power.

However, Jinn was faced with his Padawan's true nature during a mission to stop a civil war on

Xanatos's homeworld of Telos IV. During the mission, Xanatos fell to the dark side of the Force and sided with his father Crion, the power-hungry Governor of the planet, who had orchestrated the insurgency to further his own goals. In order to stop the war, Jinn had to confront Crion, who was accidentally killed in the process. Xanatos fled from the planet, swearing revenge on his Master. Devastated by his apprentice's betrayal, Jinn blamed himself for Xanatos's fall, believing in his inability as a Master and renouncing his earlier success with Feemor. Jinn swore never to take another apprentice, until he crossed paths with a Jedi trainee named Obi-Wan Kenobi during a mission to the planet Bandomeer in 44 BBY. Jinn took Kenobi as his third apprentice, starting their long training together. Over the course of the next twelve years, Jinn and Kenobi participated in numerous missions across the galaxy, most notably fighting side by side against Xanatos, who attempted to exact revenge on his former Master. Ultimately, the fallen apprentice took his own life when cornered by Jinn and his new Padawan on Telos, ending that dark chapter in Jinn's life.

In 32 BBY, Jinn and Kenobi were assigned by Supreme Chancellor Finis Valorum as ambassadors to the Trade Federation, which had recently blockaded the planet Naboo in protest against the recent taxation laws introduced by the Galactic Senate. The Trade Federation, led by Viceroy Nute Gunray, however, attempted to dispose of the Jedi, launching an invasion of Naboo. Escaping to the surface of the planet, Jinn and Kenobi saved the Queen of Naboo, Padmé Amidala, agreeing to escort her to Coruscant in order to report the Trade Federation's act of aggression, but their ship's hyperdrive was damaged, forcing them to make a stop for repairs on the lawless world of Tatooine. It was under the twin suns of Tatooine that Jinn discovered Anakin Skywalker, a young slave boy with great Force potential, who helped the Jedi obtain the money to buy the replacement T-14 hyperdrive generator by risking his life at the Boonta Eve Classic podrace. Convinced that the boy was the Chosen One who was supposed to bring balance to the Force, Jinn secured Skywalker's release from slavery and brought him to the Jedi Temple, narrowly escaping from an attack by the Sith Lord Darth Maul in the process.

Believing that Kenobi was ready to become a Jedi Knight, Jinn asked for Skywalker to be assigned as his new apprentice. However, the Jedi Council refused Jinn's request, believing Skywalker to be too old for Jedi training and potentially dangerous. Jinn then accompanied Amidala back to Naboo, helping her to liberate her world from the Trade Federation. During the battle, Jinn and Kenobi faced off against Darth Maul, and the Jedi Master was struck down by the Sith, before Kenobi cut him in half. With his final words, Jinn asked Kenobi to train Skywalker as his Padawan. Following the battle, Kenobi was promoted to the rank of Jedi Knight, and Skywalker was accepted into the Jedi Order. Kenobi fulfilled his promise to his later Master, training Skywalker for the next ten years. Even though Jinn died on Naboo, he continued to have great influence on the future of the Jedi. Having long ago learned how to preserve one's consciousness with the Force, Jinn remained as a Force ghost, eventually passing the secret to Kenobi and Grand Master Yoda. Even though Skywalker fell to the dark side—becoming the Dark Lord of the Sith Darth Vader and leading to the fall of the Galactic Republic, the rise of the Galactic Empire in its stead and the near-destruction of the Jedi Order—he eventually fulfilled the prophecy just as Jinn had foreseen, killing his Sith Master Darth Sidious and returning to the light in his final moments.

Personality and traits

Regarded as a maverick by his peers, Qui-Gon Jinn was a wise and faithful—but unorthodox—member of the Jedi Order. He was also a powerful warrior. Jinn was a proponent of the Living Force concept, and his many attempts to help lesser creatures annoyed his master, Dooku, to no end. Dooku, Jinn, Kenobi, and Skywalker formed a chain of Jedi Masters and Padawans through which passed an independent streak, making them a difficulty in the eyes of the Jedi Council. Indeed, his Padawan Kenobi suggested that the Council would have invited Jinn to join them, if he would follow the Jedi Code. A distinguished and adept Jedi warrior, Qui-Gon Jinn

reflected strength and wisdom.

Qui-Gon came into knighthood during an era in which the Jedi Order was more conservative and committed to a democratic Republic. His commitment to studying the galaxy and interacting with it would prove far-reaching, having a great impact on Kenobi and his Padawan Anakin Skywalker, both of whom would greatly influence the founder of the New Jedi Order, Luke Skywalker.

Qui-Gon was also known for his often-overwhelming compassion for all life forms. This commiseration led to his saving Jar Jar Binks from his punishment at the hands of his fellow Gungans, and contributed greatly to his freeing of Skywalker.

Controversially, Jedi Master Qui-Gon Jinn was thought of as a Gray Jedi by some members of the Order for his frequent opposition to their demands. While the term was used to refer to Force-users who walked the line between light and dark, Jedi were also labeled as Gray Jedi for distancing themselves from the Jedi High Council. This practice dated back to the days of the Old Republic, when the High Council was attempting to consolidate power. Jedi who frequently clashed with the will of the Council were sometimes thought of as Gray even if they did not necessarily walk the line between the light and dark sides of the Force. Despite this, he was a great teacher and mentor, and taught Kenobi the Nelvaanian tongue on their journeys across the galaxy, as well as others.

The Jedi Master appeared much younger than his age and had a penetrating gaze. He also had a subtle attention to detail, seen as he could sense mood changes in the people around him and was quite adept at hiding his emotions from other individuals, even other Jedi. His master was often perplexed by his ability to do this even when Qui-Gon was a Padawan. He was also open about his opinions to the point of near-tactlessness, and his master Dooku once referred to him as a "solitary and secretive rogue."

Jinn considered caring for one's physical appearance a futility. However, his looks and behavior were not unanimously approved within the Jedi order. Although he admittedly revered his colleague, Jedi Master Tholme once commented that Qui-Gon Jinn looked neglected "like a Bantha" and exhaled a foul body odor reminiscent of that of a Rodian. Tholme also criticized Jinn for taking "every word" from his own mouth as a pearl of wisdom.

Powers and abilities

Lightsaber combat

Qui-Gon Jinn, from a young age, exhibited promising talent in lightsaber combat while still a mere trainee. He proved his skills during a lightsaber tournament held in the Exhibition Day, in which he made short work of all his opponents and ultimately bested Tahl in the final round, impressing many Jedi Masters and Dooku, one of the greatest lightsaber duelists in the Order, was impressed enough to take Jinn in as his Padawan. Refining his skills under Dooku's tutelage, Jinn became one of the Order's finest duelists, and he could easily defeat many enemies and he frequently sparred with many of his skilled contemporaries: his mentor, Dooku; Mace Windu, the creator of Vaapad; and Jedi Weapon Master Anoon Bondara. He also fought Xanatos always to a draw and even once managed to defeat him, wounding him in the shoulder and disarming him of Kenobi's lightsaber. Jinn was also able to battle Darth Maul, matching Maul long enough to escape unharmed in their first duel despite growing steadily tired and putting up a fight for a while despite being heavily fatigued and disadvantaged by Maul's knowledge of Jinn's fighting style before being finally struck down.

Jinn was incredibly skilled in the fourth form of lightsaber combat, Ataru, being considered one of the greatest masters of the form among the Jedi. In combat, his bladework was wide and powerful,

marked by heavy, two-handed slashes and sudden flourishes to cover his flanks. Jinn's mastery of Ataru was such that he could easily defeat blaster-wielding opponents despite the form's weakness to blaster fire. Rather than engaging in the energetic acrobatics typical of most Ataru specialists, Jinn, at least in his later years, tended to stay grounded during lightsaber duels. That being said, he remained fully capable of utilizing acrobatic attacks and maneuvers during combat. Jinn was also capable of effectively employing unarmed combat strikes into his lightsaber sequences.

However, Jinn was not without his weaknesses. Dooku had sparred with him plenty of times and knew every single flaw in the Ataru form. In his elder years, Jinn's strength and physical ability began to diminish from age, and his primary edge was derived from his experience and intuition rather than from his physical attributes. His flagging stamina became a particularly notable issue due to his practice of Ataru, an incredibly tiring combat form even under ideal circumstances. Despite his mastery of Ataru, Jinn was still prey to some of the form's flaws, namely the weak defense and the lack of effectiveness in confined spaces. All these weaknesses came into play during his final duel against Darth Maul. During the duel, Jinn saw an opportunity to redirect the duel to a small melting pit room in the Naboo power core. Jinn hoped to use the confined space to prevent Maul from bringing his saberstaff to bear, giving himself the advantage. However, Maul was aware of what Jinn was attempting to accomplish, and believed that the negative effects that a small space would have on his own technique were negligible compared to the effects it would have on Jinn's. Maul allowed himself to be pushed into the melting pit room, and there, Jinn's strategy backfired as Maul had hoped it would. Closed in, forced onto the defensive, and heavily fatigued from the long duel leading up to this, Jinn was brought down. These flaws in Jinn's technique were apparent enough that Maul reasoned out exactly how he could kill Jinn after less than a minute of being exposed to the Jedi Master's fighting style.

Ataru was not Jinn's only fighting style, and he had learned other forms of lightsaber combat, possibly to better handle the weaknesses of Form IV. Being apprenticed to Dooku, the most renowned fencer of the time, it is apparent that Jinn learned the classical dueling form of Makashi from his master and he was versed enough to effectively incorporate its maneuvers into his dueling style. Not only was Form II more effective against a single lightsaber-wielding opponent, but it was also more grounded, as demonstrated in Jinn's duels with Darth Maul. His knowledge was also good enough that he apparently taught Xanatos how to use Makashi. He seemed to have been well-trained in Shien and Soresu, as he could easily handle blaster-wielding opponents. When he and Kenobi fought Taxer Sundown's hypnotized soldiers, who were wielding training lightsabers, he displayed a level of mastery of Shii-Cho shared with Kit Fisto, albeit at a lesser degree.

At one point during his training, Jinn tried using a whip, only to find that it "tangles easily." Nonetheless, he had gained some knowledge on how to combat opponents armed with lightwhips, vibro-whips, and other whip-like weapons.

During combat, Jinn preferred to adjust his technique based on the needs of the moment, rather than focusing on an overall strategy. On Esseles, to conserve the diminishing charge in his lightsaber, he used his grappling spike launcher to snare two battle droids and yanked them off their feet.

Force talents
A philosophical warrior, Qui-Gon Jinn believed heavily in what he referred to as the "Living Force," a method of focusing on the moment rather than contemplating the Force in all its degrees. It has been suggested that an ability such as this would have been conducive to stopping Palpatine's rise to power; as the Jedi focused on the Separatist threat to the future of the Galactic Republic, they failed to examine the moment more closely.

Jinn had considerable skill with telekinesis: lifting people or objects, dislodging enemies with a single Force Push, throwing objects onto a desired target, swerving a shooter's weapon hand out of range, and dismantling droids. During his mission to rescue Adi Gallia, he used a Saber Throw to dislodge a droid attached to a turbolift shaft. He also applied a meditative trance known as Serenity, granting him renewed strength and focus, as seen during the momentary break in his final duel with Darth Maul.

Jinn was exceptionally skilled in mind tricks, as was evident when he convinced Boss Nass to lend him, Obi-Wan Kenobi, and Jar Jar Binks a transport to Theed. An extraordinary account of his using this power was when he persuaded a Hutt guard working for Offworld to give him access to Xanatos' private office on Bandomeer—a truly remarkable feat, as the Hutt species possessed a level of natural resistance to Force suggestion that bordered on immunity. He was able to receive Force visions, despite his preference to focus on the present rather than the future. In addition, he had some knowledge of Force healing, as displayed in his futile attempt to save Tahl moments before her death.

One of Jinn's lesser known Force powers was animal friendship. On the unknown blue planet, he controlled the mind of a draigon and rode on its back for as long as he needed until he reached his destination. Later, he took a mental hold on a kudana during his and Kenobi's mission on Rutan.

When a blind Tahl improved her other senses, Jinn was inspired to do the same. On Kegan, he used his sense of smell to help him and Adi Gallia slip out of the Gathering Circle unnoticed. He could also control his breathing for a considerable amount of time; he would be able to render himself immune to various poisons, as well as remain still and hide his life signature from probe droids.

Due to Jinn's belief in the Living Force, he studied the ability to retain his consciousness after death and managed to achieve an incomplete mastery, able to become a Force ghost after he died at the hands of Maul, but he was not able to manifest himself and could only speak to others.

Other skills
When Dooku took Qui-Gon Jinn as his Padawan, he noted the boy's mind as "excellent," able to collect data and catalog them for a conclusion in less than a minute. This would serve Jinn well in future missions.

Jinn had a vast knowledge of the architecture of many capital ships and large transports, and understood their abilities and vulnerable points, including the engineering and structure of the Trade Federation's landing craft. Because of this knowledge, both he and Kenobi were able to sneak onto separate ships and stow away until they reached the swamps of Naboo. He also exceeded Dooku in repairs, which his then-mentor acknowledged.

While he usually let Kenobi handle driving a transport as the Padawan got older, Jinn did have some skill in piloting various speeders and every type of flying craft. He drove an Agri-Corps boat and an Offworld landspeeder during his time on Bandomeer. His first time with a swoop had been difficult, but he quickly managed to control it. He later flew a Galan starfighter while bringing Tahl back to Coruscant to recuperate after their mission on Melida/Daan. On his second mission to Telos, he navigated a gravsled to prevent Xanatos from escaping. On Rutan, he briefly took the controls of Prince Taroon's transport to land them and Kenobi safely as the nervous young Rutanian shook the ship.

Jinn's linguistic capabilities were also notable. He was fluent in many languages, including Basic,

Nelvaanese, Cerean, Gran and Shyriiwook.

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