Star Wars VS Vampire the Masquerade V 1.0

HOLY SHIT THIS A BAD IDEA!.....Ok here we go anyway.

A long time ago in a nightmare far, far away…
On the world of Enoch a conflict between two brothers, Caine and Abel, resulted in Abel's murder.
God cursed Caine with unlife and cut him off from the living Force for all eternity.
Over a thousand generations later, the galaxy has fallen into the hands of Emperor Palpatine, a powerful Sith.
His Galactic Empire has begun tracking so-called "Voids in the Force".
These "Voids", the descendants of Caine, have decided to join the rebel alliance to overthrow the Emperor before he wakes the Antediluvians, an ancient evil, in his search for unlimited power and immortality.

Why is this even happening? Some stupid ass group of Mages wanted to bring the "cool stuff" from the Star Wars movies into the world of darkness. Sadly these magic nerds actually succeeded in opening a gate to the universe with space wizards. It turns out to make the Force connected to the place of the monsters causes something to break. The border between the planes of existence falling and the planes to merge into something out of balance. The Jedi, Sith, Vampires, WereWookiees, Force Wraiths, and changelings are all very real in the fused galaxy. The foolish Mages that helped bring this madness into place can no longer connect to their Avatar. Thus losing the power needed to fix the mistake they have made. The masses in the galaxy, the so called Sleepers, have no memory of the un-combined reality. The Force-sensitives and the creatures of the night now have two sets of memories, one from the

life before the merger and a new set of the combined worlds. This has led to fair more madness thanks to all the mental conflicts.

+1000 CP (good luck)

Origin: Pick just one
Imperial Inquisition: Jumper's memories of the chain, the fallen Jedi's memories of murdering his/her friend to work for the Sith, and a second set of Sith memories with more of a world of darkness theme to them. Your mind will be very unbalanced making accessing your Forces powers difficult.
Rebel Kindred: Memories of an unlife hunting people, a second set of very similar undead memories with a star wars theme, and now Jumper's memories of the chain. If you're not Malkavian you may as well be.
Drop-In: No two extra sets of memories.

Race & Age: Pick one race based on your origin and any age that is possible for that race.
Human: The most basic options.
Alien: Mirialan, Zabrak, Chiss, Twi'lek, & Theelin are all fair game so pick one.
Vampire: Caitiff, Gangrel, Lasombra, Malkavian, & Tzimisce are all fair game so pick one.
Space Vamp: Yep just mix the alien and vampire origins.

Locations: You can choose to start in your origin's home, or roll a 1d4 for one of the following.
1) Enoch: The first world and now a very dead one with a massive hole in the Force.
2) Coruscant: The heart of the Galactic Empire. Free start for Imperial Inquisition origin.
3) Dagobah: A great place to hide if you're on the run. Free start for Drop-In origin.
4) Nar Shaddaa: A place full of outlaws and monsters. Free start for Rebel Kindred origin.

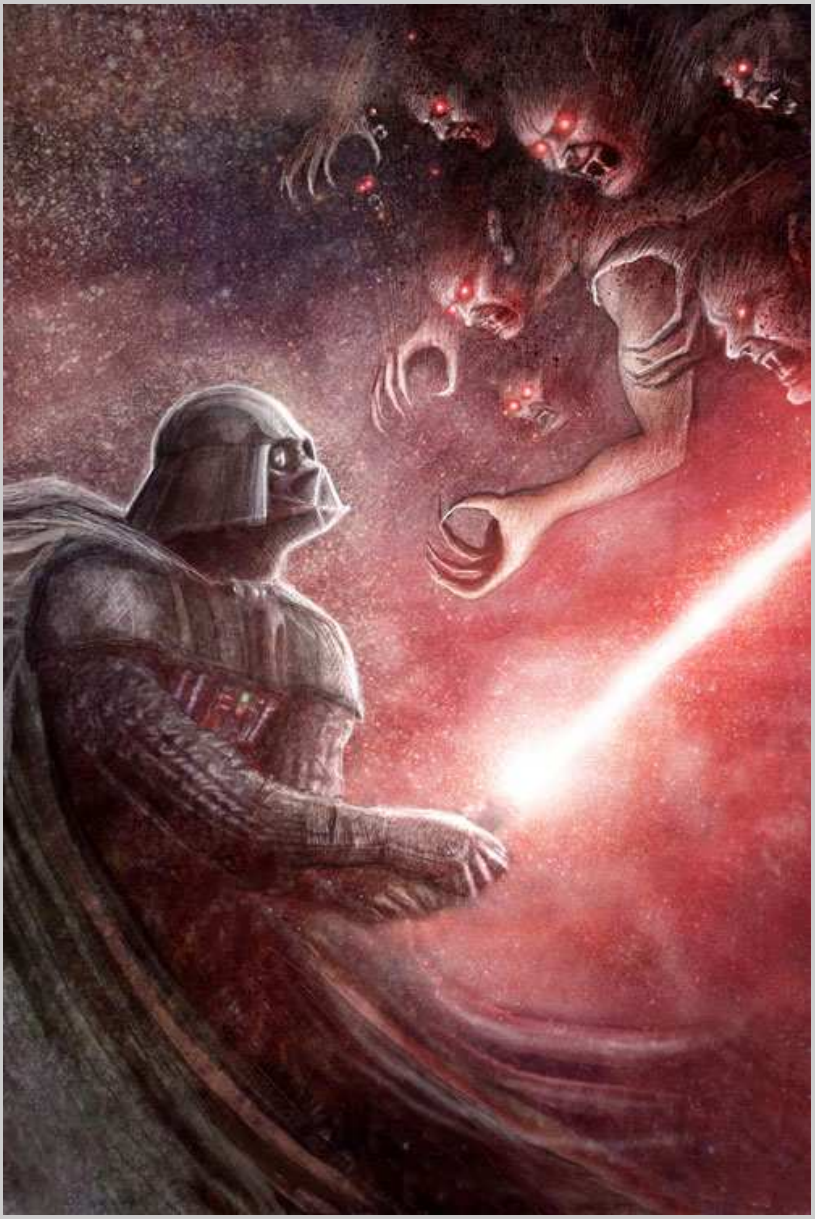
Perks: Discount means 50% off for its origin and free is free for its origin.
Force-sensitive [100 Free Imperial Inquisition]: You have access to the Force and in future Jumps you will be a conduit for the Force. You start with some telekinesis and can hold a lightsaber without the fear of putting your eyes out (or cutting off a tentacle, if you have those).
Sword Skills [200 Discount Imperial Inquisition]: You have been trained by some of the greatest Jedi masters before they were murdered. Giving you skills second only to a true master or the fucking chosen one because plot armor. You know all of the lightsaber forms and can swap between them with little effort or loss in momentum.
Dark Knowledge [400 Discount Imperial Inquisition]: The Inquisitorius are rarely trained in the true powers of the Sith as they aren't part of the rule of 2. You have found the Sith secrets to Force choke, Sith lightning, mind control (upgraded mind trick), drain life-force, and stasis
Darth [600 Discount Imperial Inquisition]: You are as strong in the Force as Darth Vader was right before he had his legs cut off. This is mostly just an upgrade to all your Force powers.
Vampire [100 Free Rebel Kindred]: You are an undead monster with all the basic vampire powers. Starting with the basics of the 3 in-clan Disciplines and one out-of-clan Discipline of your choice. If you are wondering, you're a 12th generation neonate and a pawn of the elders. Post Jump, the Vampire form is an alt-form.

Background Skills [200 Discount Rebel Kindred]: Thanks to having two sets of life memories you have a wide variety of skills. Firearms, larceny, slicing, stealth, droid repair, persuasion, piloting, subterfuge, academics, investigation, Republic history, and occult all at a level to impress all but true masters.
Abomination [400 Discount Rebel Kindred]: Ok I am very sure you weren't a vampire WereWookiee before. It doesn't matter, you're one of Luna's Demons now with all the powers that come with that. The Glabro form is the Wookiee and the Crinos form is still the proper Hollywood werewolf form. At least you didn't have to grow up as a Fera.
Methuselah [600 Discount Rebel Kindred]: It turns out you are a 4th generation vampire who has existed for at least a millennium. This is mostly just an upgrade to all your Disciplines.
Balance [100 Free Drop-In]: Your mind can't become unbalanced in any major way; no mental illness, PTSD, nightmares, mood swings, or general madness. Yes, you are welcome Malkavains, now stop hugging me.
Free Mind [200 Discount Drop-In]: Your mind cannot be controlled by an outside force.
No Cut Off [400 Discount Drop-In]: Your powers can't be blocked, suppressed, weakened, removed or consumed by an outside force. The energy pools are also protected Vitae, Rage, Force, Mana, Chi, etc.
Awakened [600 Discount Drop-In]: It looks like a new Mage has been born in the galaxy. You have zero training with any of the Spheres and the Paradox in this new setting is way more on the lethal side then the old one. Post Jump Sleepers no longer trigger Paradox.

Items: Discount means 50% off for its origin and free is free for its origin.
Imperial Equipment [100 Free Imperial Inquisition]: A black/grey bodysuit with small armor plates and a double-bladed spinning lightsaber.
Bots [200 Discount Imperial Inquisition]: Two DRK-1 Dark Eye probe droids, one ID10 seeker droid.
Guards [400 Discount Imperial Inquisition]: Two BX-series droid commandos, one Droideka, and one IG-100 MagnaGuard.
Starship [600 Discount Imperial Inquisition]: A heavily modified T-2 Ramsidian-class yacht with stealth in mind.
Haven [100 Free Rebel Kindred]: A safe place to hide from the sun on a plant of your choice.
Coins [200 Discount Rebel Kindred]: Credit chips equivalent to 15 million dollars in real world money. This money refills at the start of each jump in the local currency.
Rusty [400 Discount Rebel Kindred]: HK-47, a hunter-killer series assassin droid with a rusty red paint job. This outdated piece of tech has an absurd amount of upgrades and hundreds of years of combat data. Enjoy, Meatbag.
Silencer [600 Discount Rebel Kindred]: TIE/vn space superiority fighter, a very overpowered prototype that probably shouldn't be around yet. Seeing as the worlds shouldn't even be merged together, who cares about this minor detail.
Buddy [100 Free Drop-In]: R8-B7 a grey and copper colored astromech droid.
Boomstick [200 Discount Drop-In]: An Amban phase-pulse blaster; a fucking type of disruptor sniper rifle. As you're paying CP for it this thing has unlimited ammo.
Padding [400 Discount Drop-In]: A suit of beskar-plated Mandalorian armor. Sexy.

Brawler [600 Discount Drop-In]: T-85 X-wing starfighter, a sky blue and white thing of beauty that shouldn't exist yet in the timeline. The timeline's is already fucked so enjoy.

Companions: Normal rules apply to max 8 companions.
Import [50 Each]: Want to bring a friend? Really, you do? Well ok then. They get 600CP and freebies they would normally get.
OC [50 Each]: Same rules as before enjoy making a personality and backstory for someone from this odd place.



Drawbacks: You may take up to 600 CP worth of drawbacks for extra points.
Supplement Mode [+0]: It's time to mix this place with another Jump. This probably will not end well, but it could be really funny.
Plot [+100]: You have forgotten the plot of Star Wars and the meta plot of VTM. (I know for some of you nerds that's like 50% of your brain matter. It's a sacrifice.)
Noted [+200]: Fuck, Palpatine sensed the shockwave you generated entering this nightmare and will be searching for you soon.
Morning [+400]: Caine is waking soon and he will begin draining whole worlds along with his Antediluvians.
Open Gate [+600]: The gates to hell are flung open and all of the demons are free. At first random mortals will be possessed by them, but soon after they will find the way to their first Force-sensitive. The Force will allow a Fallen to emerge into this world in the Apocalyptic Form permanently. If all the demons weren't bad enough, having a gate to hell open (and to the void) will draw the attention of the Archangel-fucking-Michael and his army of winged

dicks. There solution to the problem is galactic genocide…so maybe solve the demon problem before they notice the hole in the new reality.

Ending: Thank you for taking the time to read my big ball of crazy.
Stay: Why? No really why?
Go Home: Probably a good idea after all this.
Continue: Go forth lightsaber your enemies then eat them.

Notes:

- Still not sure how I can get my wife u/tales2tellu to correct my horrible writing. *(Pay me in chocolate and chores, honey.)*
- Vampires are a walking blind-spot to anyone trying to sense them with the Force. In some cases it's easy to see the empty Force-hole. In others it's not.
- Why did I limit the clan options? Not telling. It makes sense I promise…..maybe.
- This is very much a fanfic so fan-wank when you think best.
- Having trouble with all the VTM lingo? Click Here
- Having trouble with all the Star Wars lingo? Click Here