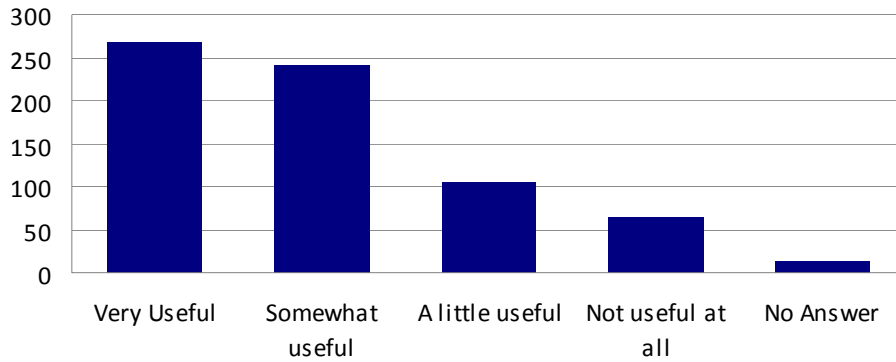


MST Survey Results - 2007

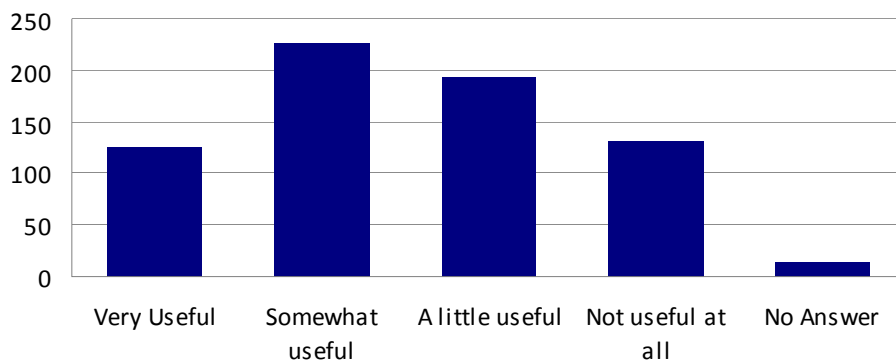
- Information Dissemination
- Affiliate Interaction
- Resources and Approvals
- Current Chronicle
- Suggestions for Correcting Issues with the Current Chronicle
- Role of ST-Created IC Structure in Venue Improvement
 - Requiem
 - Awakening
 - Forsaken
 - Mortals
 - Promethean
 - Lost
 - All Venues
- Response Demographics

Information Dissemination

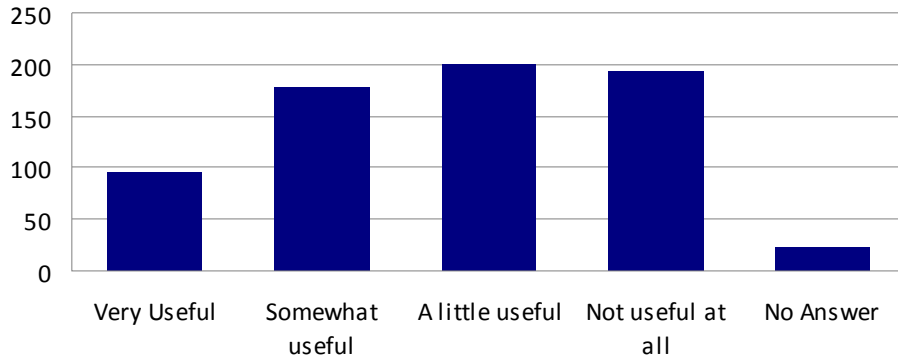
How useful is Cam-Announce for information distribution?



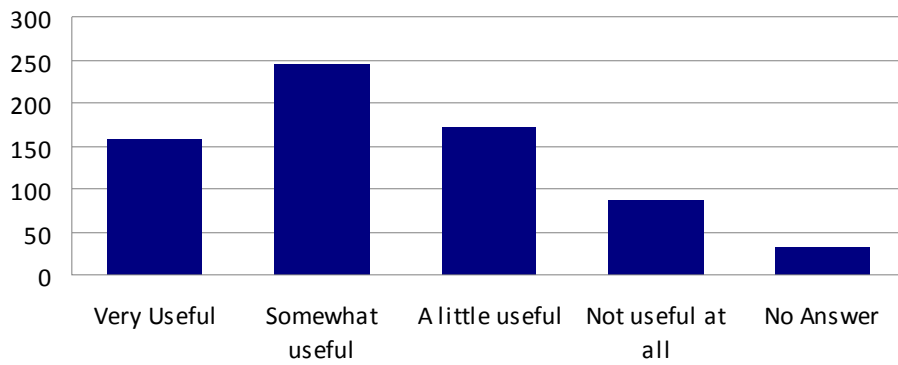
How useful are National OOC Lists for information distribution?



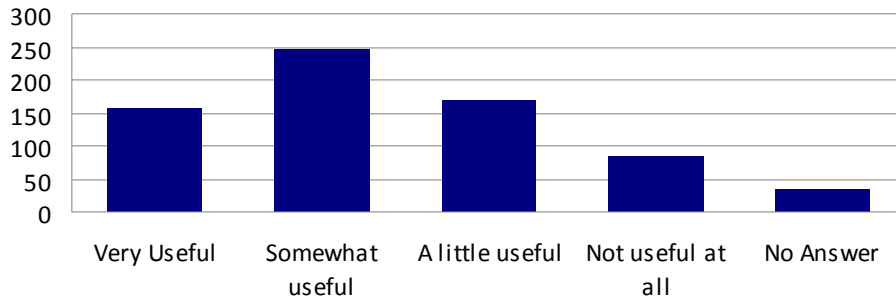
How useful is General-OOC for information distribution?



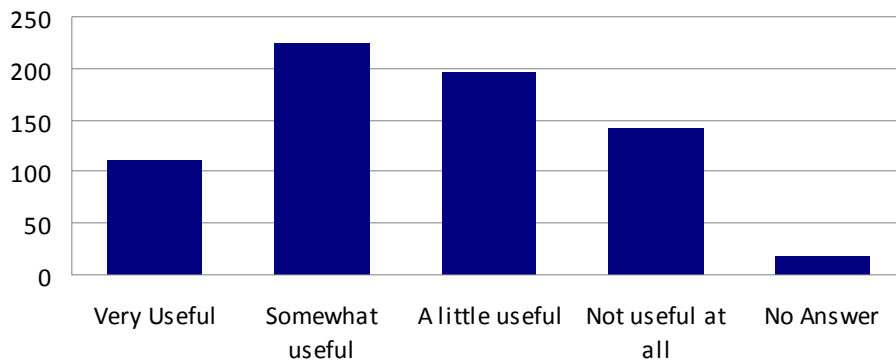
How useful are Storytellers for information distribution?



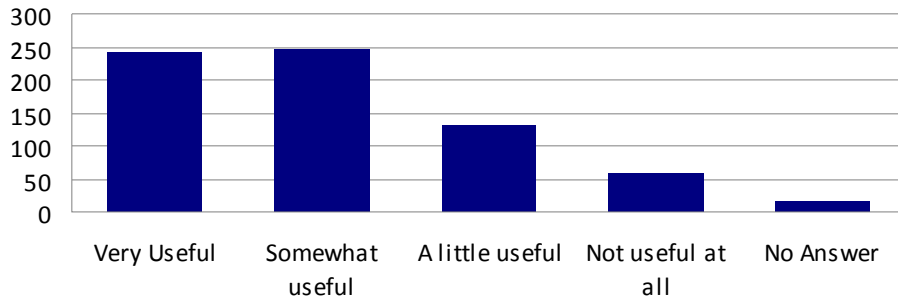
How useful are other general OOC mail lists for information distribution?



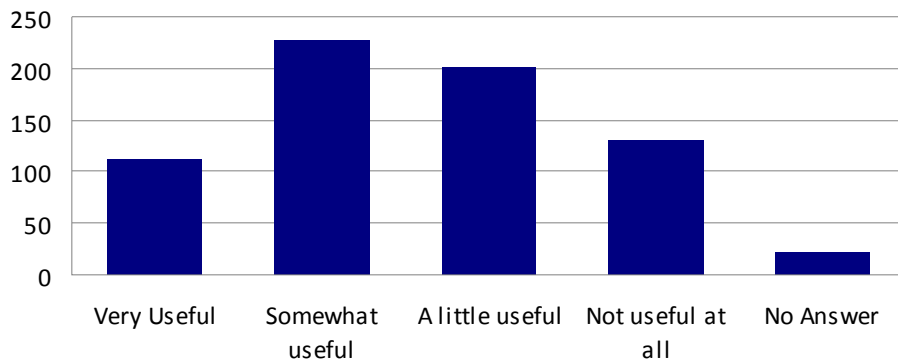
How useful are venue/faction OOC lists for information distribution?



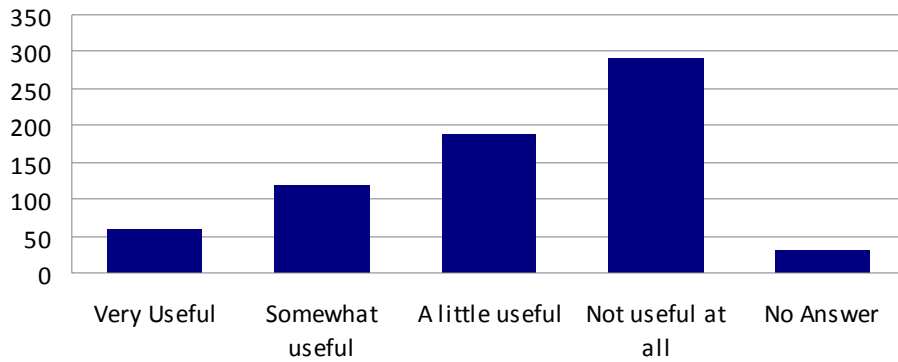
How useful are messages forwarded to local lists for information distribution?



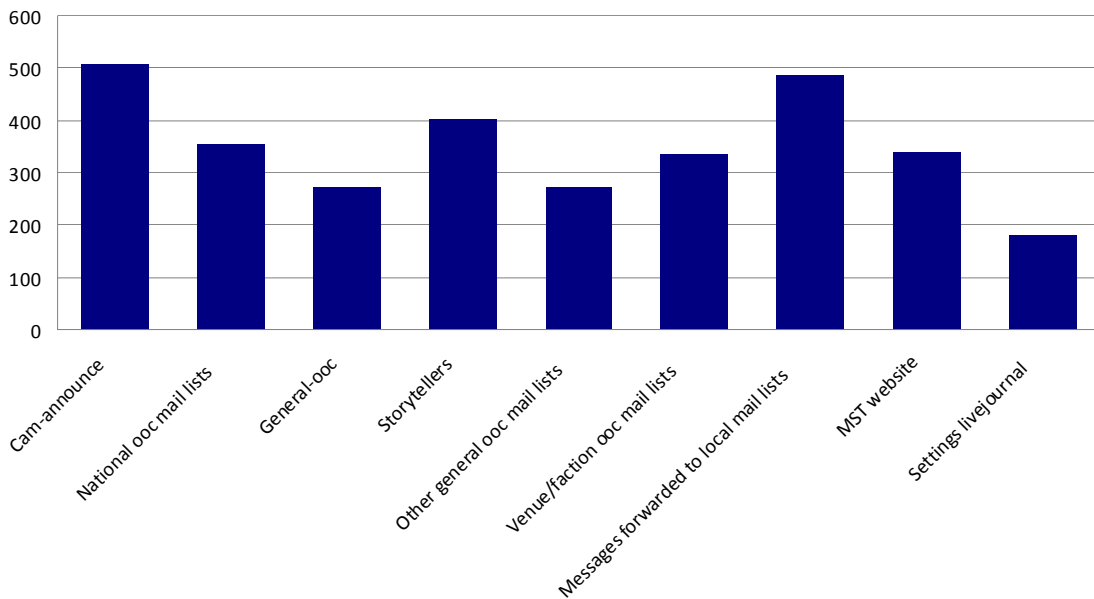
How useful is the MST Website for information distribution?



How useful is the Settings LJ for information distribution?

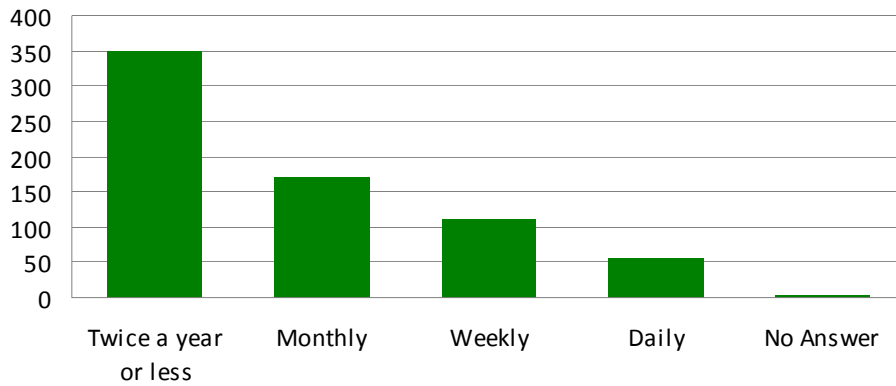


Overall Assessment of Preferred Communication Methods (Strongly Agree and Agrees)

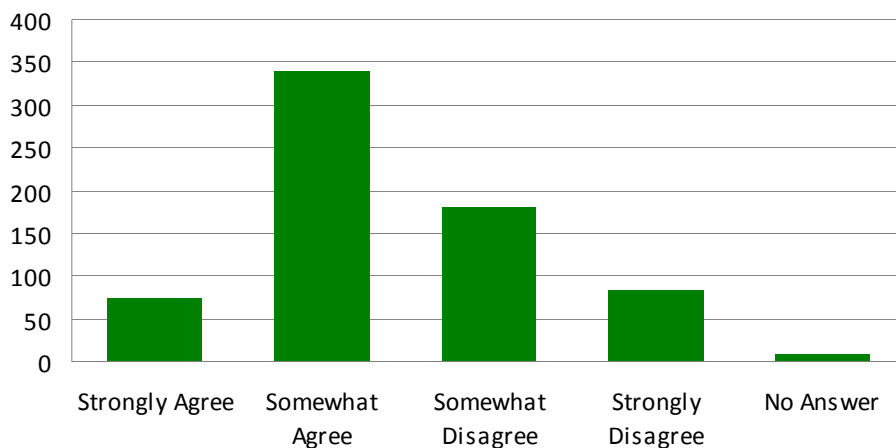


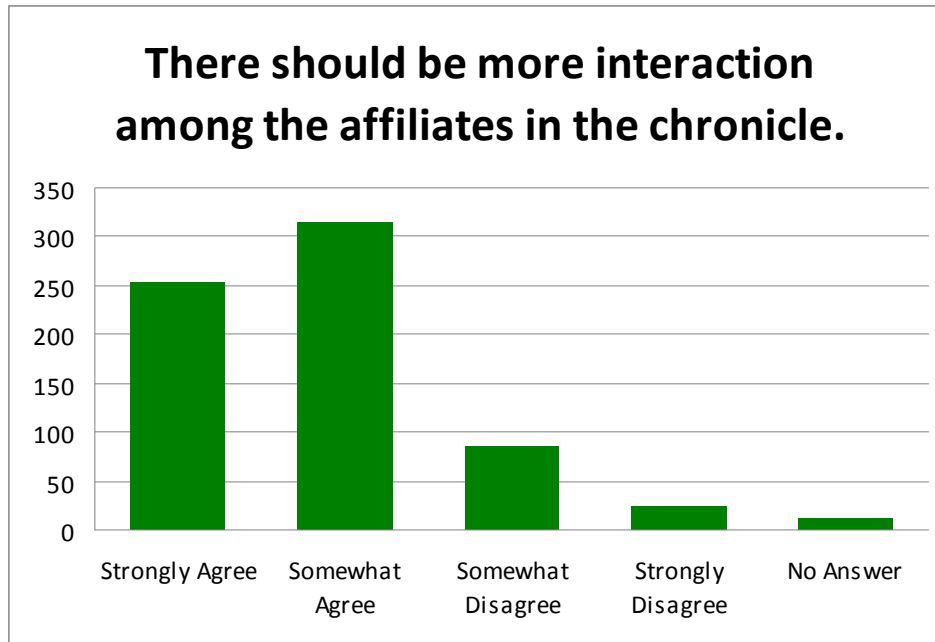
Affiliate Interaction

How much do you interact with countries/affiliates other than your own?



It is easy to interact with the other affiliates





What would you suggest doing to increase interaction among the affiliates?

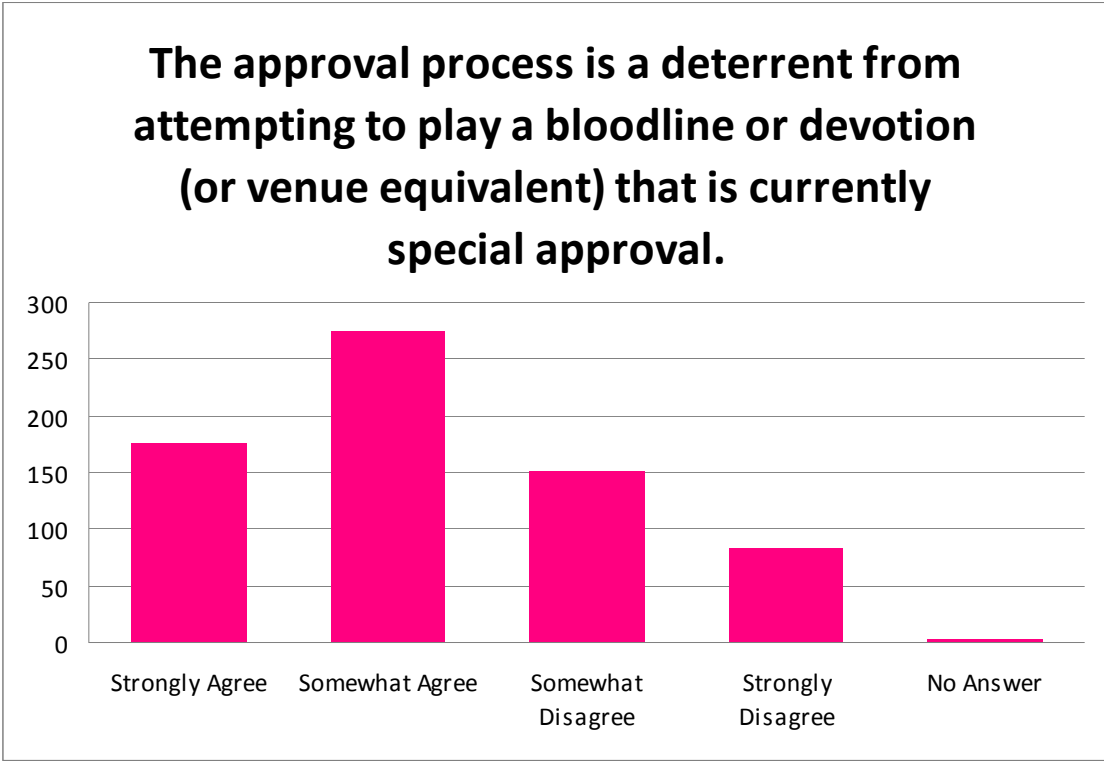
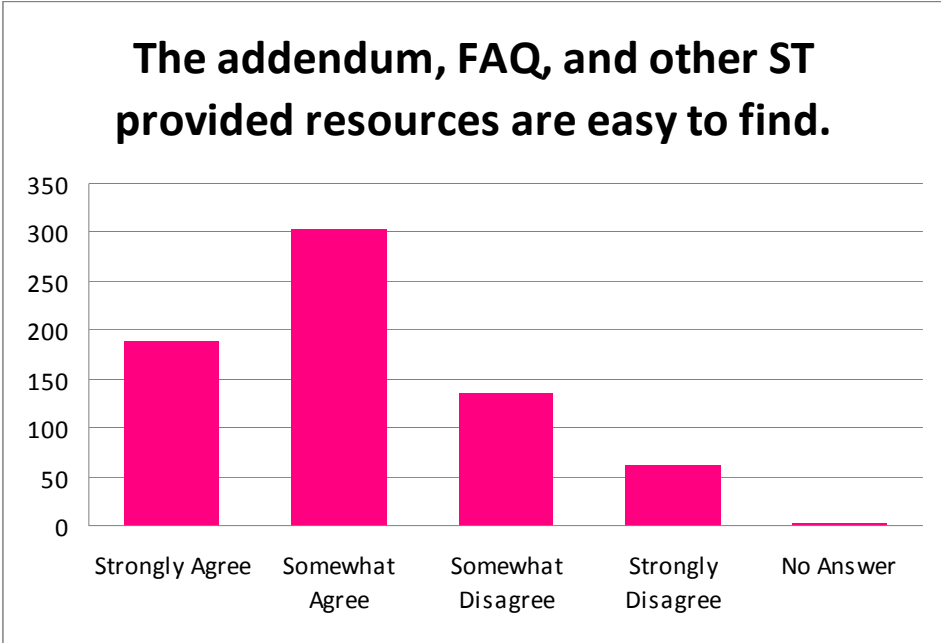
Storylines/plot requiring interaction and communication between multiple affiliates.	78
Standardize rules sets for all affiliates.	46
Players should use what is available now. / Maintain current methods. / Things are fine as they are.	35
Standardization of proxy requirements to assist in both local & cross-affiliate interaction; generally making it easier to proxy – especially if soft proxy for social encounters, and reduce the risk of PC-death during travel. Examples of travel risks should also be made public.	24
Global plot on IRC / More IRC Games	18
Not interested in global interaction.	15
Better public relations between affiliates to encourage positive experiences when proxying, traveling to play, or asking questions, etc.	13
Global plot that crosses affiliates and is designed specifically so that lower MC and lower Status members/PCs can get involved. (Especially those that incorporate local, regional, and global elements) Essentially making the meta-plot available to all players.	12
Encourage more activity on mIRC and the e-mail lists.	11
I'm not sure.	10
Encourage greater degree of communication, support, and collaboration between all levels of the ST Chain to foster cross-affiliate plot.	9
Focus on local plot.	8
More international conventions	8
More easily accessible contact information.	8
Hold ICC outside of the US more often.	8
Use of forums/message boards instead of e-mail lists to communicate.	7
Increased education with affiliates regarding canon materials to better adhere to setting & quality control on rules and setting for the ST Chain.	7
Maintain member choice of whether to interact or not.	7
Communication of plot-oriented “world news” between affiliates (and available at local level) – Focus on a global community of Kindred more than just localized.	6
Strategic officer or NPC (character or organization) placement to facilitate ease of communication between	6

affiliates.	
Players should increase the number of background and character ties outside of their own affiliate, and STs should encourage such interaction.	6
Make the CRD and Camarilla web site/database available to all affiliates and promote their features (For example, promote CRD as means to create ties with PCs outside of local area).	6
Make tie-ins with other affiliates more accessible, and reduction of any 'red tape' associated.	5
Work to end perception of US-centricity and UK-centricity regarding plot by making setting and chronicle less insular.	5
Better and consistent communication.	5
Reduce the number of approvals and enable faster turnaround time.	4
Utilize families, bloodlines, coteries, and groupings of that nature to encourage and offer incentives for interaction and a more unified feel.	3
Local plot that involves multiple cities and domains, especially new ones.	3
Place more penalties on travelling characters.	3
Plot should be universally applicable, regardless of location of origin. (I.e. Plots shouldn't stop at domain borders.) Provide realistic consequences that flow around the globe in a realistic manner.	3
Standardize incentive systems (MC benefits and Prestige) for all affiliates.	3
Standardize online meeting locations and times.	3
Weekly chats on formats other than mIRC and in addition to existing mIRC interactions	3
mIRC seminars between affiliates.	2
Background tie-in sessions online.	2
Create lists for common geographical areas used in backgrounds.	2
Offer non-computer oriented means of interaction between affiliates.	2
Centralized information availability for cross-affiliate interaction: contacts, requirements, and proper documentation formats.	2
More involvement from local officers to introduce plot and interaction to players and urge them to get involved.	2
Utilize the internet more.	2
More communication facilitated by the MST's office.	2
Provide more access and support to VSTs regarding global plotlines.	2
Uniting affiliates to foster a feeling of equality so everyone is a Camarilla Member instead of an affiliate member.	2
Faster response time from NSTs and more open communication.	2
Add a chat interface to the Camarilla website in the members-only area.	2
Better education for players on how to utilize mIRC to interact with other affiliates.	2
Make list accessibility easier for all affiliates and implement greater publicity for the international lists.	2
E-mail and online gaming seems to devalue face-to-face interaction and gaming, whether locally or with affiliates. Slow transfer of information seems to fit well with WoD.	2
Everyone should be on the same OOC lists.	2
mIRC is outdated as a chat venue, though, if it were easier to use, more people would do so.	2
mIRC games at more convenient times.	2
Offer discounts on convention registration or travel incentives for members traveling to conventions from outside of the US or vice versa.	2
More PC interaction via electronic medium to collaborate on mutual problems.	1
NWoD doesn't seem to be suited to long distance character interaction; however, character ties are easy.	1
Make things more user friendly.	1
More Player Travel	1
Coordination of IC status between affiliates.	1
More information available on plot origins to assist in PC investigations.	1
Mediation between affiliates in disputes.	1
More wikis and easier searching.	1
More simple method for registering issues/complaints regarding mechanics & an audit system.	1
Clan and bloodline plots that cross affiliates.	1

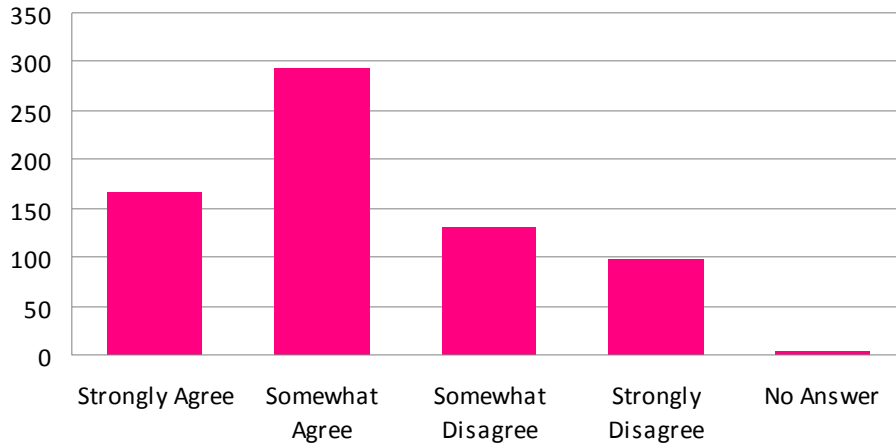
Less global plot being released at ICC.	1
STs should act more as facilitators of players' plots than generators of plot.	1
There is a lack of incentive for interacting outside of local domain and the domain immediately at hand geographically.	1
More clarifications of global nature of the game vs. materials as-written by White Wolf.	1
Give NSTs more power.	1
Lower level STs being held accountable for upholding higher level ST decisions.	1
Start small with domains that are near borders to facilitate increase in cross-affiliate play and then branch out.	1
Provide more cross-venue global plot.	1
Some people like to travel but don't have the means and need assistance – some don't like to travel at all.	1
Remove "affiliates" and change ST chain to go straight from Regional to Global.	1
Have more Regional / National / International games.	1
Allow more downtime experience availability.	1
Newsletter or report from all of the National level officers from other affiliates to keep everyone informed globally of what is happening in each affiliate.	1
Don't give plotline release items that require proxy to other affiliates.	1
Use Cam-Announce list for posting of important rules calls, new Addenda, etc., instead of MST LiveJournal.	1
Provide translation facilities.	1
Global plots that culminate at large proxies or conventions	1
Players need to be educated that playing styles might need moderation to more smoothly interact with other affiliates, in order to foster more positive inter-affiliate relationships.	1
Create interest in global interaction by working more closely with STs in developing character backgrounds to make PCs more invested in areas and using character histories to shape the histories of the affiliates.	1
More XP for mIRC.	1
Geographical and language boundaries affect interaction with affiliates.	1
Population of an area should determine whether it is considered a region or a domain, etc. and have officers staffed accordingly, regardless of geographical location.	1
More OOC events to draw us all together.	1
Plots that draw from multiple social groups, such as Covenants, so that the PCs must establish means of cooperation to reach the mutual goal or resolution.	1
Global plots that originate or are active at ICC but are more global in participation and outcomes afterwards.	1
Cross-affiliate mIRC games that offer over cap XP	1
Consolidate or combine some of the lists.	1
Less national plot coupled with more global plot.	1
Clear up any misconceptions regarding perceived global authority granted to characters by various approvals.	1
Transparency in information exchange.	1
Centralization of websites and wikis by linking to a single central source page.	1
Remove country-specific lists and create a centralized international list for unification.	1
Make sure that Cam-Announce and LiveJournal are synchronized in information release in regards to content and timing.	1
Observe how information currently flows through the system of players and also the travel patterns of players and then utilize those patterns to facilitate plot and cross-affiliate interaction.	1
More stringent/specific mIRC proxy guidelines.	1
MST recognition of PC established lines.	1
Greater use and publicity for the CDBIE.	1
Perks should be available for taking the IC risks of traveling, such as an easier return trip, etc.	1
Add a geographic category to wikis to facilitate grouping characters by location.	1
Offer tangible incentives for cross-affiliate background ties such as small xp awards, prestige, or a small IC circumstantial benefit.	1
Focus on regional level games before the global games.	1
Cross-links or cross-notification in database to alert other affiliate STs when character connections to those	1

affiliates occur as part of background or application.	
Assign "sister domains" in other affiliates and have STs work in tandem and encourage interaction and intertwined histories.	1

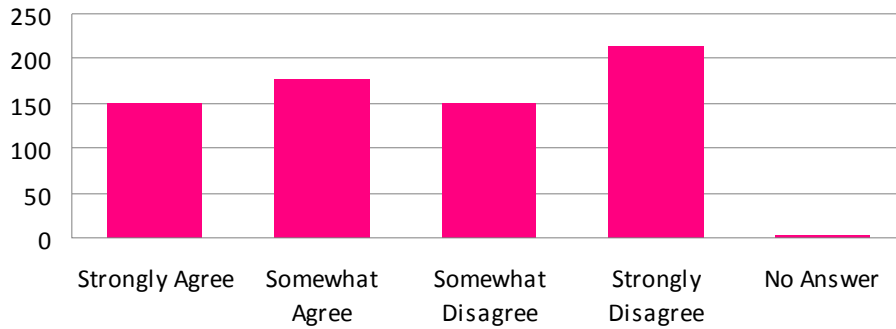
Resources and Approvals



Custom items make the game more enjoyable.

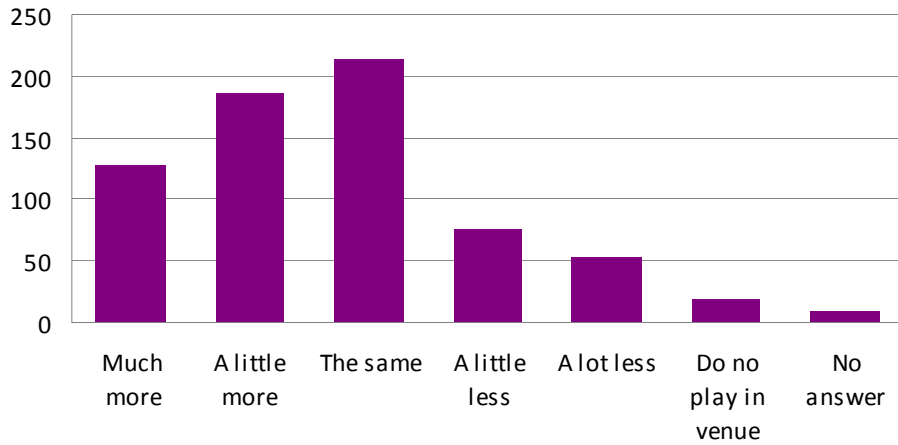


An increased experience point cost for rare items, instead of higher approval, would be a good way to preserve rarity and balance.

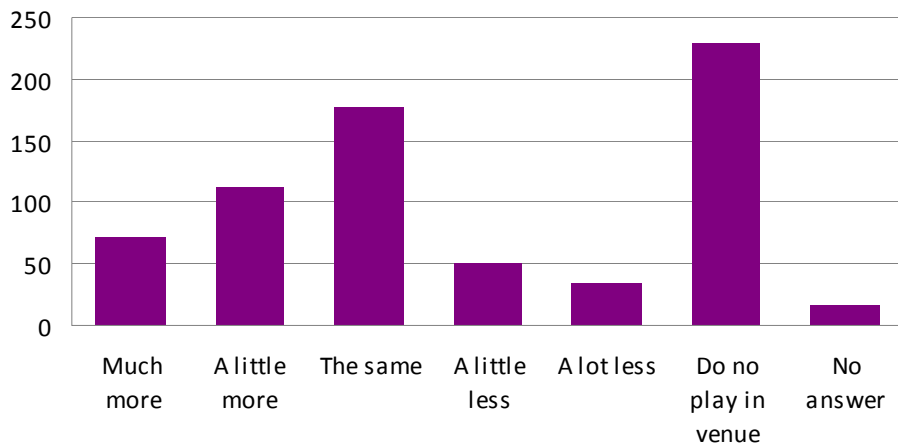


Current Chronicle

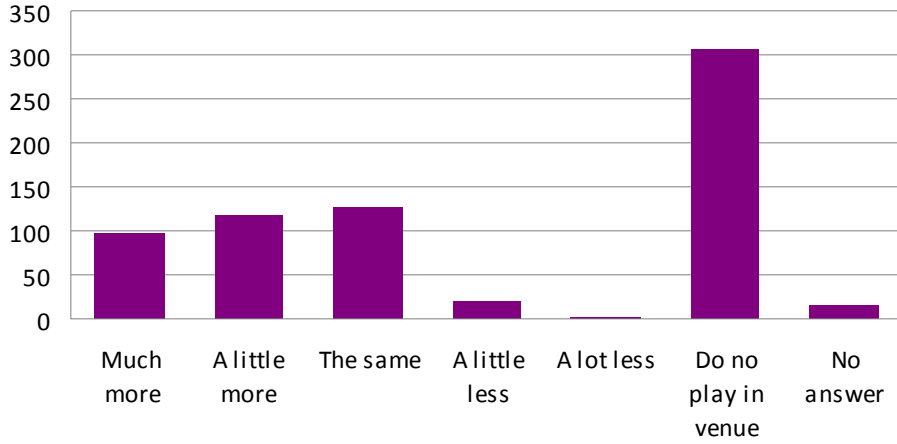
**The Requiem venue should be _____
lethal than it currently is.**



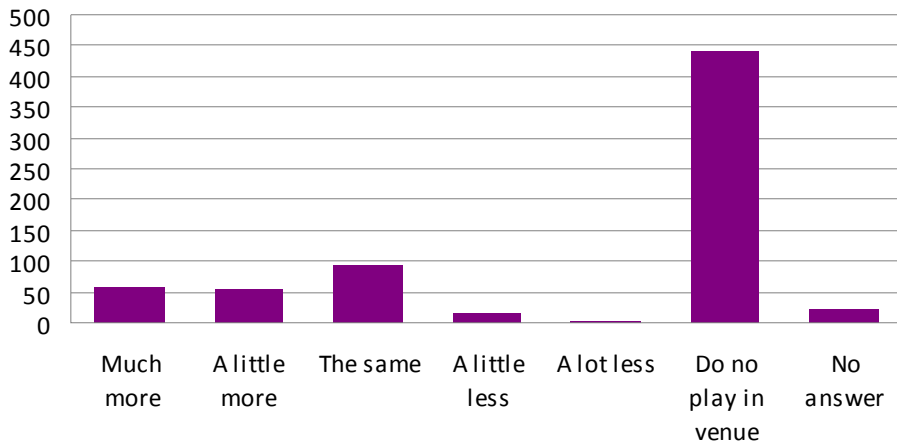
**The Awakening venue should be _____
lethal than it currently is.**

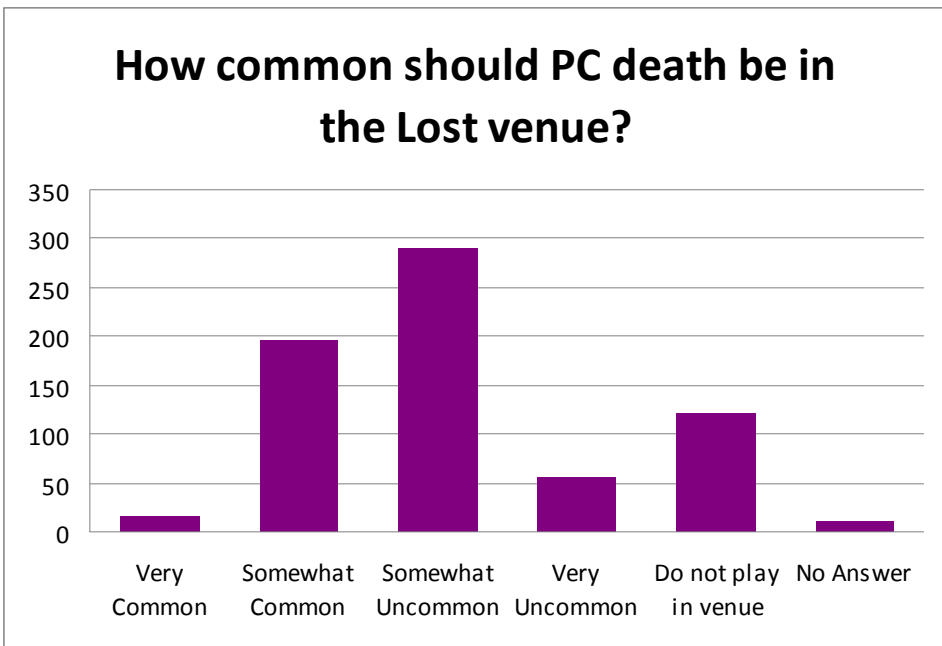
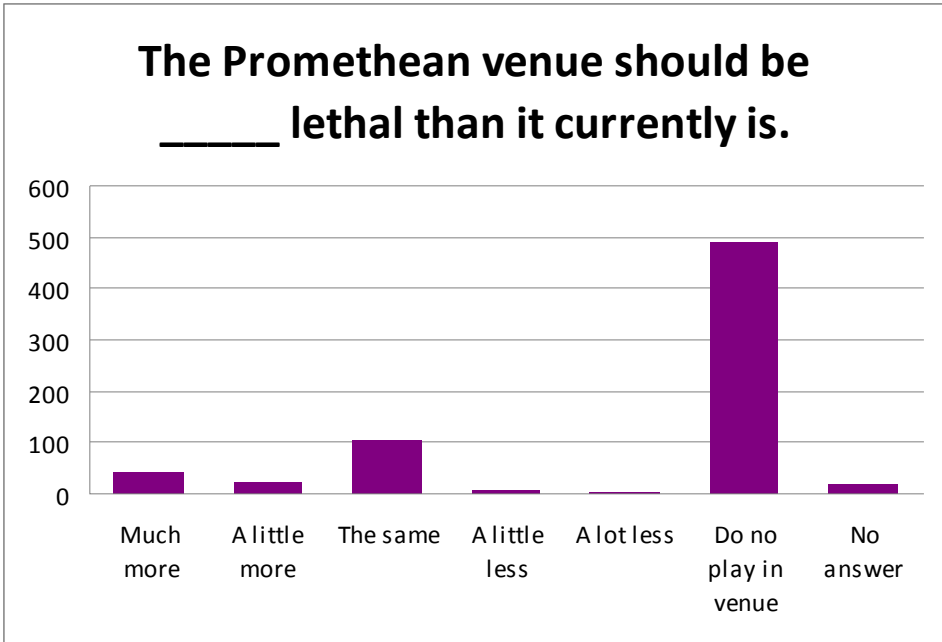


**The Forsaken venue should be _____
lethal than it currently is.**



**The Mortals venue should be _____
lethal than it currently is.**





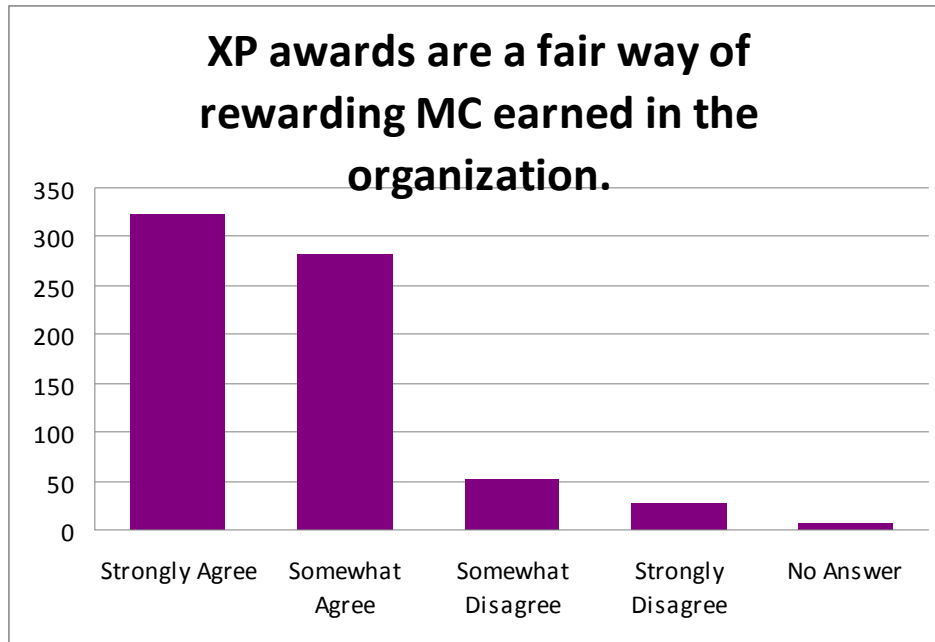
What do you suggest to bring about a change in lethality level to the Lost Venue?

The venue is too new to determine.	84
Encourage social, character personal-development, motley, and political interaction and also focus on fear of the True Fae, as they could feasibly capture any character, regardless of power level, if they're not cautious.	26
The venue should be primarily PvE, rather than PvP. Utilize Keepers, Fetches, the Hedge – and the various things that come from it, etc. should be the driving antagonists, with global plot supporting.	23

Realistic cause and effect for characters – if they have done something that would incur death, then death should happen. Lost characters should value their return to “reality” and thus should calculate risks.	16
I can't answer this because I don't play Lost yet/at this time.	15
ST education (rules/settings/plot/ethics) that stresses World of Darkness (gritty and scary)	12
Nothing needs Changing.	12
Use the mechanics from the books as they are. (especially with the creation of the MET system)	11
Player and ST education on various steps for IC conflict resolution possibilities, responsible play, and play styles.	11
I'm not sure.	10
There aren't good reasons for Lost to kill each other. Place heavy attention on enforcing consequences of PC vs PC death. (social stigma, loss of clarity, derangements, attracting unwanted attention by the True Fae) If the player did not have justification for the kill, then there should be a tangible penalty (such as loss of xp)	10
Lost should be more about personal madness and paranoia than constant violence.	9
The danger for Lost PCs should lie in recapture and insanity resulting in removing a character from play that way instead of death. Having PCs kidnapped rather than killed gives the chance for stories of attempts at rescue as well.	9
Stronger presence of NPC antagonists and ST support of PC antagonist groups (such as Loyalists and Privateers) and lower the approval levels necessary for such PC types.	8
Death should be a very real threat to Lost , due to the number of antagonists in addition to the normal dangers of the “real world.”	8
Keep focus on canon setting.	7
Lower approvals for Gentry/True Fae and related antagonists for easier ST utilization.	7
Lost seems to have more dangerous and powerful antagonists and less capability for healing than other venues, which indicates it will be a very deadly venue or will have a high number of severe PC injuries.	6
PC death should only occur if it furthers the story, which should have the primary importance, and not by whim.	5
Remove the caps.	4
Death should be uncommon enough to sting, but common enough to cause fear.	4
More knowledgeable and “hands on” STs in the ST chain, enabling better judgment calls , and also more player responsibility with PC decisions	4
Allow easier access to cold iron.	4
Provide engaging plot so that players aren't tempted into PvP – interesting and intriguing plots that involve a lot of people that aren't necessarily based on around antagonists that want to kill them. (such as plots that require political and social solutions rather than violence)	4
Give more leeway for ST use of the True Fae (lower approvals, grant a certain number to each Domain based on player numbers, etc.) Gentry usage should have some restrictions but should be more workable than necessarily	4

sending up the ST chain every time.	
Stronger support within the ST chain to give VSTs empowerment to do what is best for the story without having to worry about appeals and freezes.	4
Character death will depend on the “flavor” of the local venues. The venue overall has potential for fair balance between ST & global driven plot and PC-driven plot.	3
Allow for greater dangers from and within the Hedge.	3
There needs to be a valid reason before there is lethal PC vs. PC conflict.	2
PC death should be the last resort of all solutions.	2
PC death should only be by player consent	2
High profile characters should be targeted by the True Fae more so than other characters.	2
Utilize a system to smooth over PC death/removal from play with compensation (‘good death’ xp) – especially to emphasize noble deaths and the theme that death is often better than banishment or re-imprisonment.	2
Enforce the downside to high Wyrld/Entitlements. (possibly wild hunts towards high Wyrld)	2
There should be high risk “scary things” that reward successful interactions with PCs, however, failed interactions could result in PC death.	2
Make NPCs/Gentry actually scary enough to take out most PCs, but not automatic death upon encounter. This causes PCs to think twice before tangling with them.	2
The system for this venue would seem to be less fatal.	2
Issue a settings memo regarding the lethality of the venue.	2
Prevent the old chronicle players from molding the new chronicle after the last one.	2
The Lost are living in fear for their lives – there are many antagonists. It should not be a political game – it should be a game of survival.	2
Lost should have easy access to powers to defend themselves.	2
No single PC changeling should be able to go “toe to toe” with a Gentry	2
Encourage players not to play rampant PC killers & crack down on those that do.	2
Less plot designed to kill characters and more plot focused on thinking and mystery.	2
Maintain the bizarre horror flavor presented in source materials and discourage shifting the venue to lighthearted themes.	2
Use 3 base rule instead of 5 base rule.	2
Keep the True Fae as an IC threat, however make encounters extremely rare.	1
Make Blessing benefits not count against the +modifier cap.	1
Implement a “parlay” requirement.	1

It should be easy to cross into the Hedge without getting caught.	1
Character death should not be allowed for at least 3 months.	1
There needs to be more beauty than madness in the current character base.	1
Establish a precedent for Lost to be less callous and cold-blooded than other supernaturals.	1
Make goblin fruits available for healing.	1
ST intervention to prevent PvP	1
Plot that highlights the “Survivor” mentality – work together until all hope is lost and then turn on one another.	1
Increase the usefulness of non-Contract challenges to investigating wrongdoing.	1
Regional hit-teams run by RST staff on a random patrol that reaches each domain every 6 weeks or so , which could involve PC death.	1
Make successes easier.	1
Loyalists and Privateers should get High Approval to sell out the Lost.	1
Use mortals as antagonists, discovering false identities and making problems with authorities.	1
ST-led discussions on Clarity and what it means to be Lost.	1
Offer “fair escape” powers.	1
Give players more control and leeway.	1
Remove restrictions on use of custom tokens and banished.	1
Revamp the efficiency of lethal combat in all of NWoD.	1
Better stat-grasp on True Fae/Gentry.	1
There should be an app before killing a PC in all venues, with the exception of the target killing the attacker while defending themselves. A freeze should be called as soon as a PC is attacked with the intent to kill so that STs can examine the scene.	1

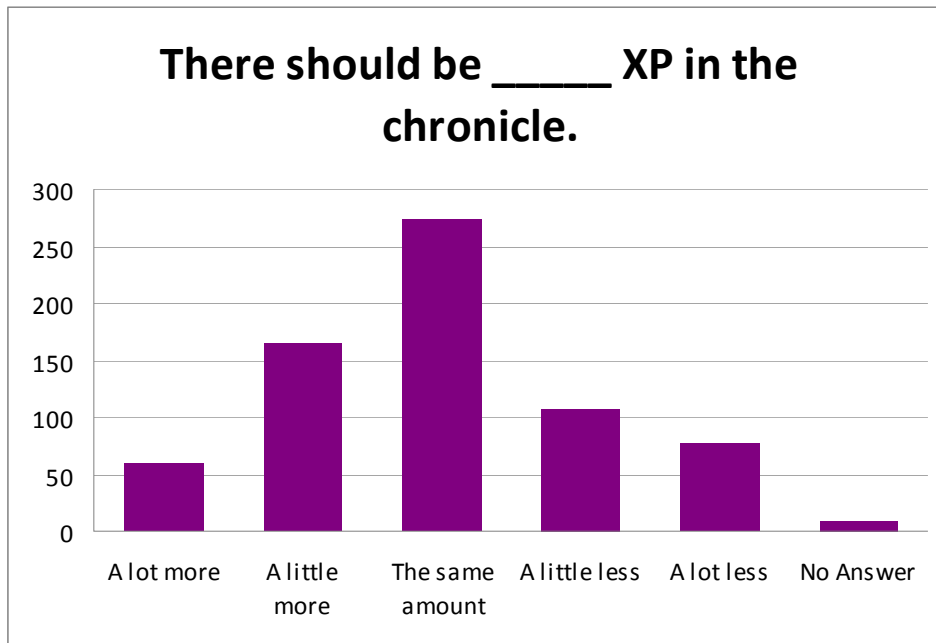


If you disagree that XP awards are a fair way of rewarding MC, what would you suggest?

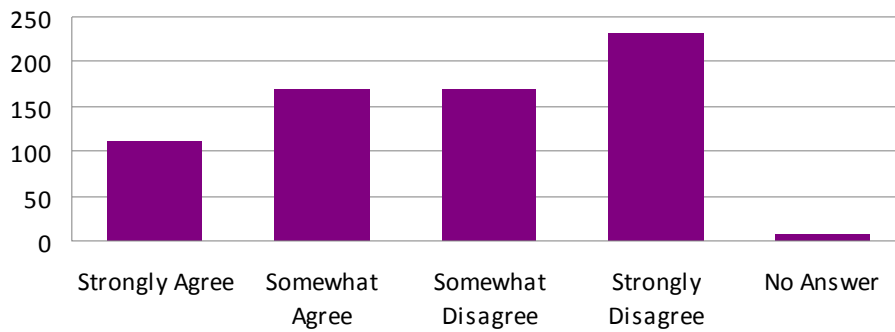
The current system is fine. It rewards service to the organization and encourages more participation in charities, community service, and volunteering within the organization. Removing MC benefits would cause a drop in organizational participation. Reinforce the expectation/responsibility that higher MC players have to play their characters in a manner that makes for greater benefit to the chronicle.	18
There should not be a mechanical advantage in game for OOC reasons. Instead, give free/discounted things like books, reduced game costs, especially at Regional and National events, White Wolf merchandise (or store credit), influence on published material, discounts/free roleplaying items, prizes, con perks, etc.	18
Provide Rare Item/Approval allowances (easier process/lowered requirement/switch an approval to notification, etc.) – However with approvals leniency for higher MC members, player responsibility must be reinforced by officers, especially when applying to Coordinators for MC increase.	17
Awards such as BP, access to Bloodlines, Items, higher power stats, or Single use, “one shot” things provided at each MC level, or that could be purchased with MC. Such as: a “win a challenge” card, ‘plot-ticket’, prophetic dream, equipment/item cards, etc.	9
Indicated disagreement with the current MC/XP system, however did not provide a suggestion for change.	9
Reduce amount of XP awards with each MC level either for all levels or to decrease after reaching a certain MC threshold.	7
Abolish the MC system entirely.	6
The problem is the disparity between newer members and the high MC members.	6
Create an “open xp” expendable system where organizational service earns xp awards that can be used on any character but once used, it is not renewable upon character death.	4

Hybrid Expendable and Non-Expendable XP/MC system, where MC XP can be retained after character death, and at the same time, some expendable benefits that are not “pensioned.”	4
Limit the number of full MC PCs per player, per venue	4
Do not make prestige/MC ‘spendable’	3
XP to award MC is fine, though it should be spendable, and not of permanent benefit.	3
Drop the 40 bonus XP at milestones	3
MC should require upkeep. Inactivity in the organization should incur loss of prestige/MC	3
Starting MC XP should be less.	3
Allow High MC players to portray major NPCs. (or allow them to convert their PC to a NPC run by the National or Master Storyteller’s office and allowing them to continue to “consult” for the character and to be able to play the character at conventions, should they choose)	2
Place PC at center of special plot that releases item/ability/plot-cookie/etc.	2
Give a smaller amount of XP per MC level and increase XP available through play and downtimes to encourage character development.	2
The XP award system is good but give an additional non-XP incentive at milestones (approvals, items, etc)	2
Go back to the dot system	2
Provide anything but more XP in the chronicle.	2
Template system (such as receive a template for an “elder” at a certain MC level)	2
Make a list of merits that can only be selected based on MC	2
Stagger MC XP awards over more time, especially with high MC players bringing in new characters	2
Reset with more reasonable XP curve	2
Length of time in the organization (seniority), activity level, and player responsibility should determine whether or not someone can play a “high-powered” character.	2
The cap on Overcap is too low.	1
New Players should benefit more from Overcap and MC to help catch up to their peers.	1
Provide a small xp award (potentially overcap) monthly for going above and beyond to make the game more enjoyable for others as a player/character.	1
Do not give preferential approvals treatment.	1
Limit overcap xp per month	1
There needs to be more of an XP curve, and more XP in the chronicle.	1
Bring back something like the Gen system and use it with XP and MC	1

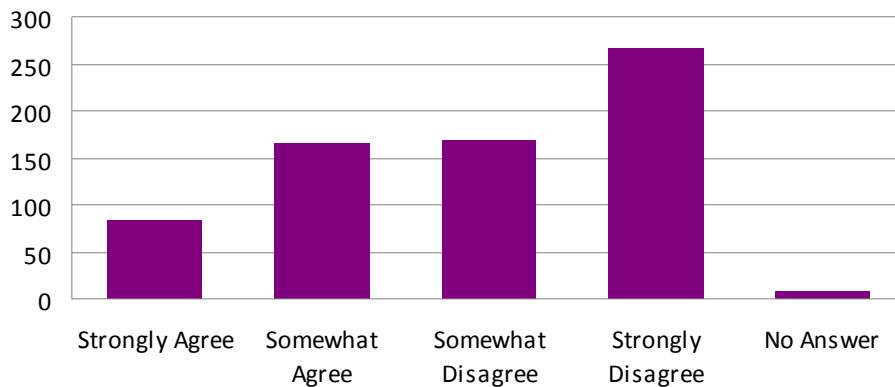
There should be a minimum MC level to play high power stats (such as BP 6+)	1
Full MC on 1 st character, however, with character after, reverts to MC 1 and MC benefit should be re-earned from that point, which would encourage more activity from older members.	1
MC should provide a pool of XP to be divided up between your characters. Characters are built at MC 1 and then focus a number of MC points on them, which will encourage prioritization and balance.	1
Allow Applications (top or global) for lower MC players to play advanced characters based on a number of qualifying factors.	1
Boost XP awards per MC level up to a certain MC and add an XP cap that expands with earned MC.	1
Remove XP bonus for all but those working in positions for the organization, to encourage service to organization and recognize service provided.	1
Combination of XP and Dot system (example: 5xp per MC level & every 2 MC levels +1 Dot)	1
XP awards with variety, such as an automatic monthly award, etc.	1
20xp per MC Level, however, only 1 Full MC character per venue. Other primaries are at half MC (round down) & ½ MC back on character death.	1
Build higher XP characters via Approvals process. Allow players to see XP applications, so that transparency is maintained.	1
Every member should get the same amount of XP, regardless of MC	1
The unbalancing factor seems to be the ability to buy IC-items at event auctions.	1



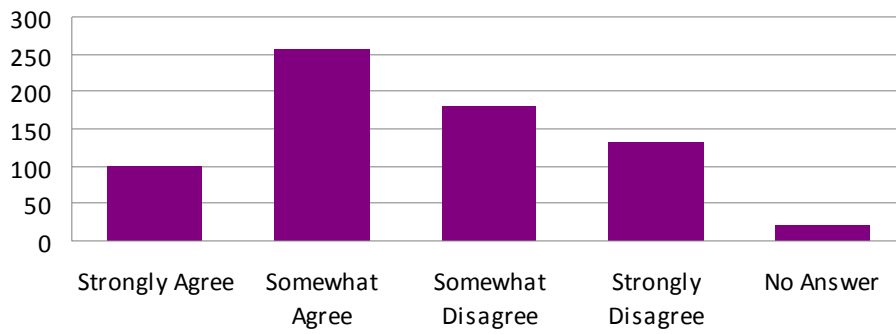
Having a predetermined end of the chronicle (such as stating at the beginning that the chronicle will last 5 years) would benefit the chronicle.



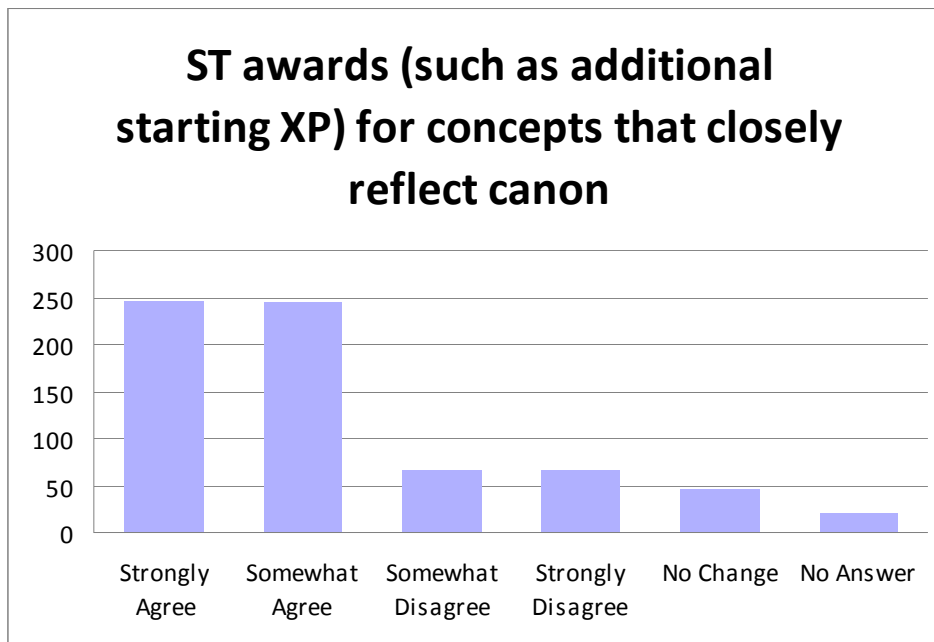
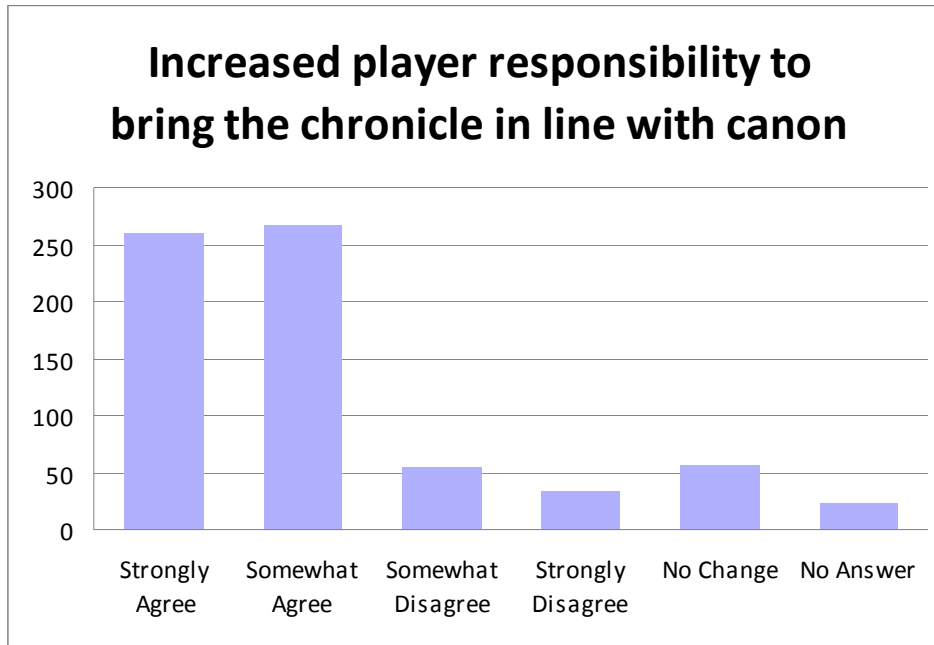
Planning a soft reset (only resetting XP) at specific times (such as every 5 years) would benefit the chronicle.



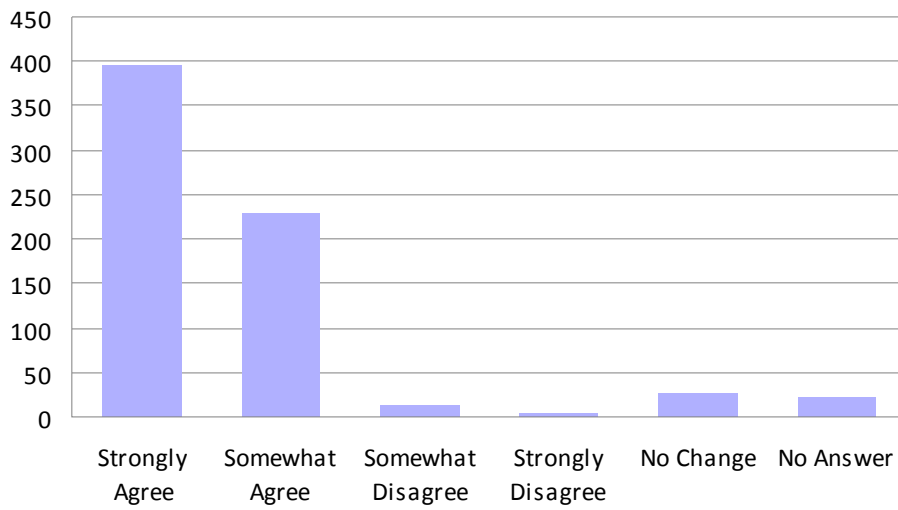
The chronicle should allow more deviation from source material to accommodate the requirements of the Camarilla chronicle.



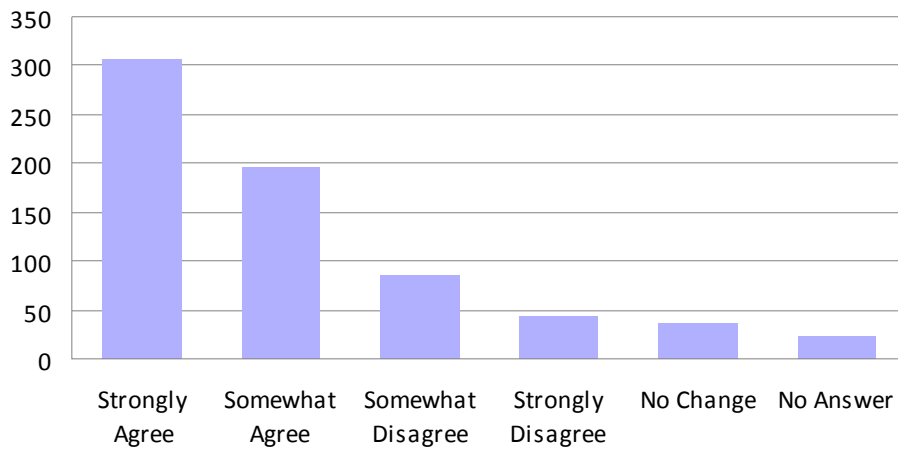
Suggestions for Correcting Issues with the Current Chronicle



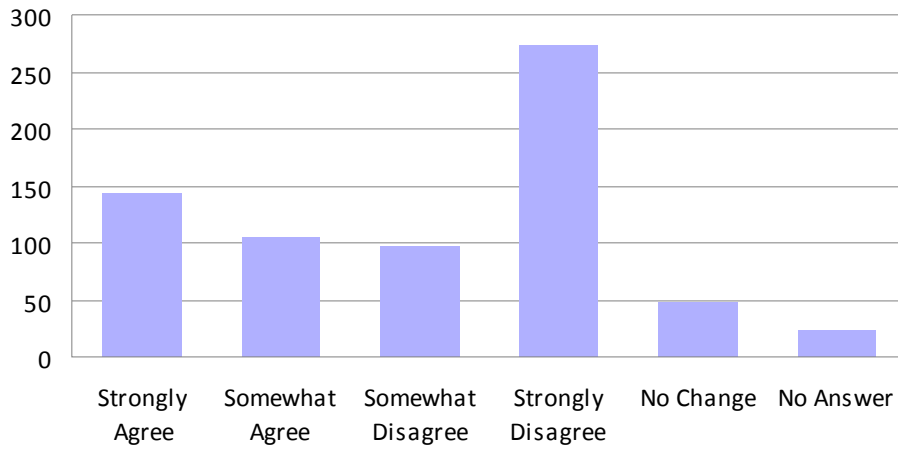
Increased education



Increased limitations for concepts that contradict canon via approvals

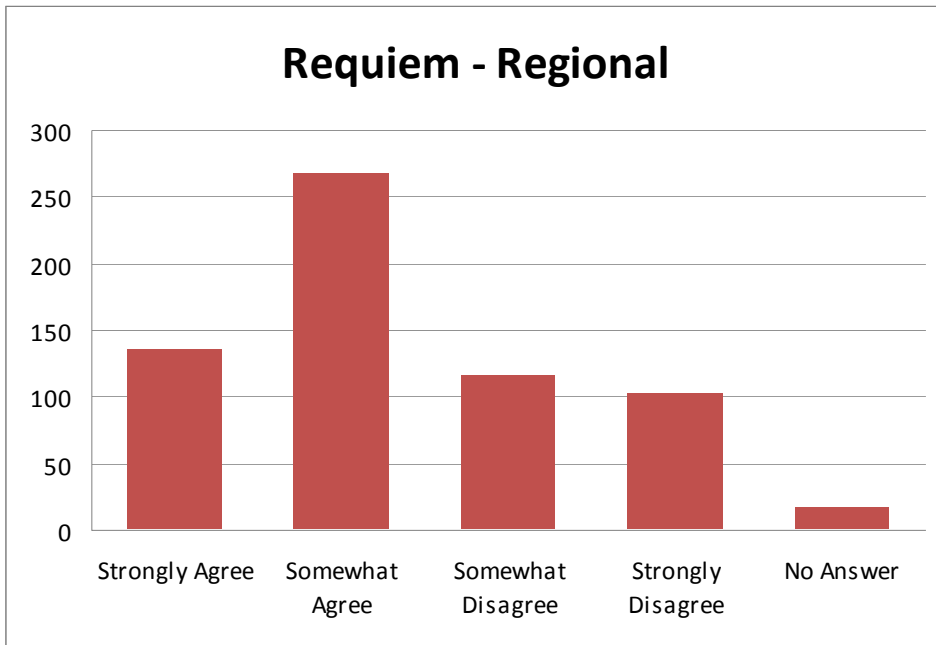
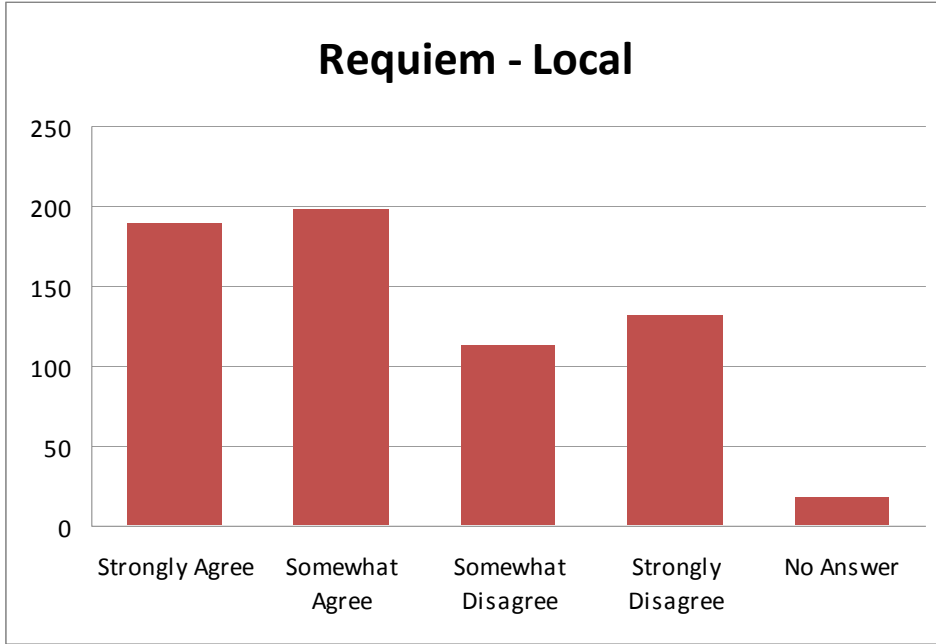


Hard reset (ending the current chronicle)

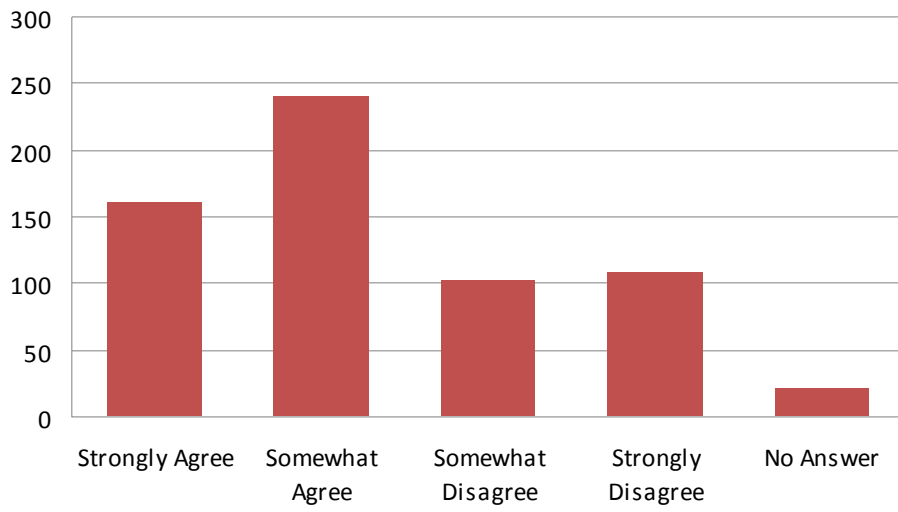


Role of ST-Created IC Structure in Venue Improvement

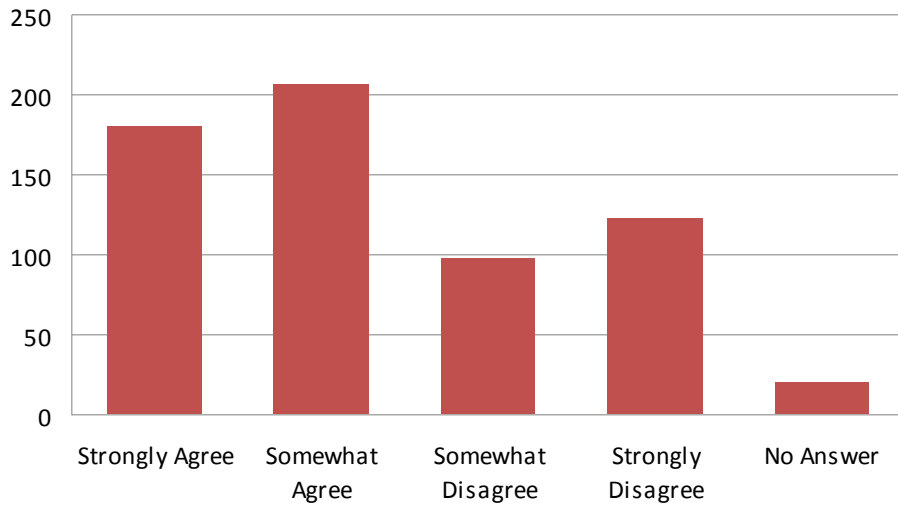
Requiem



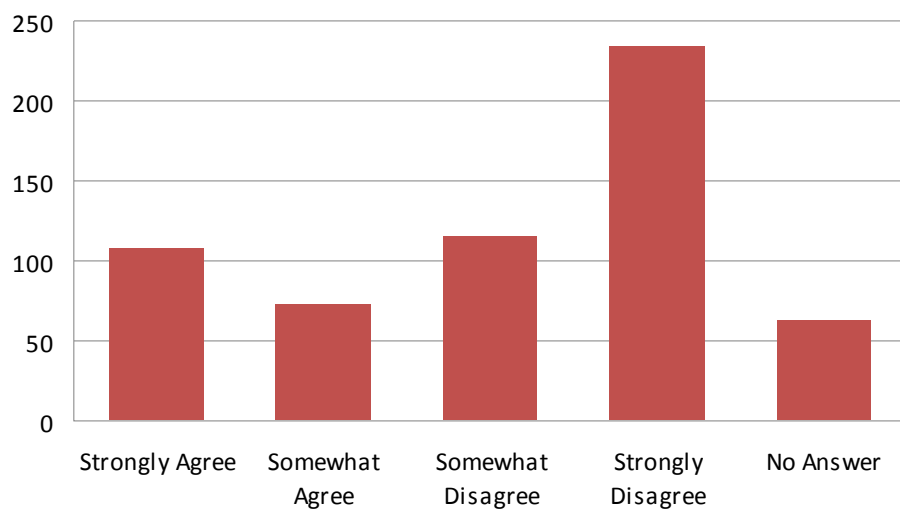
Requiem - National



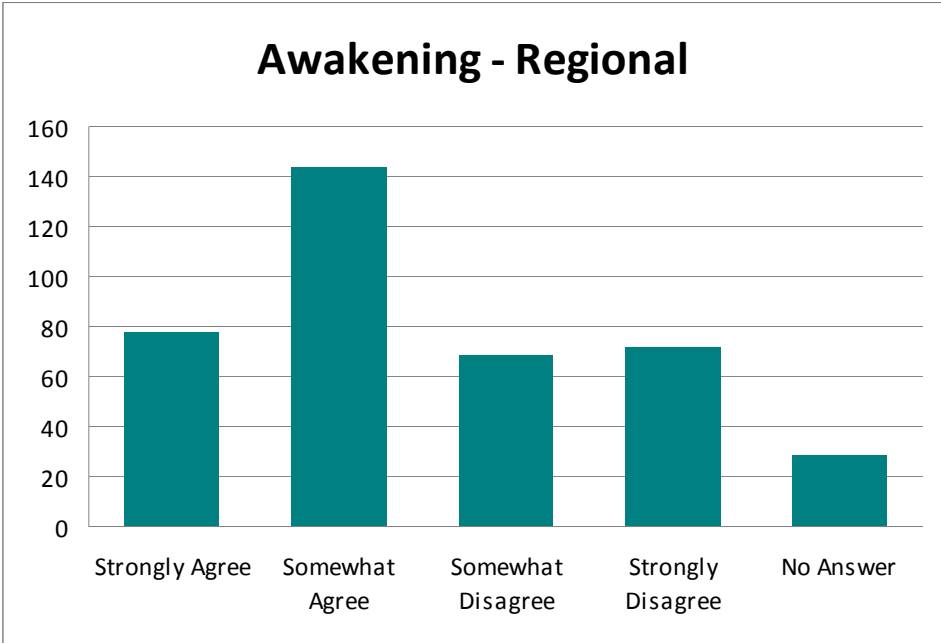
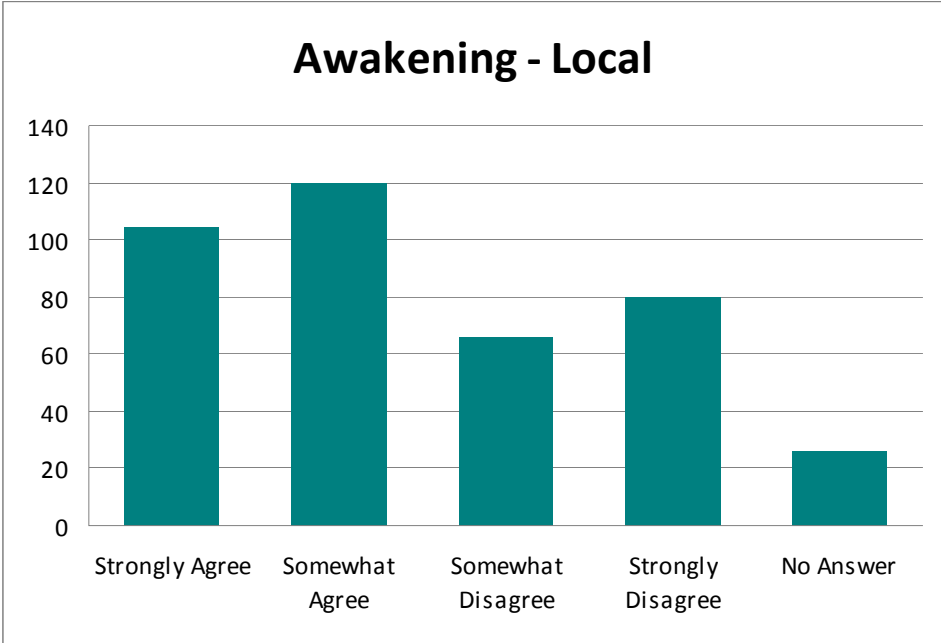
Requiem - Global



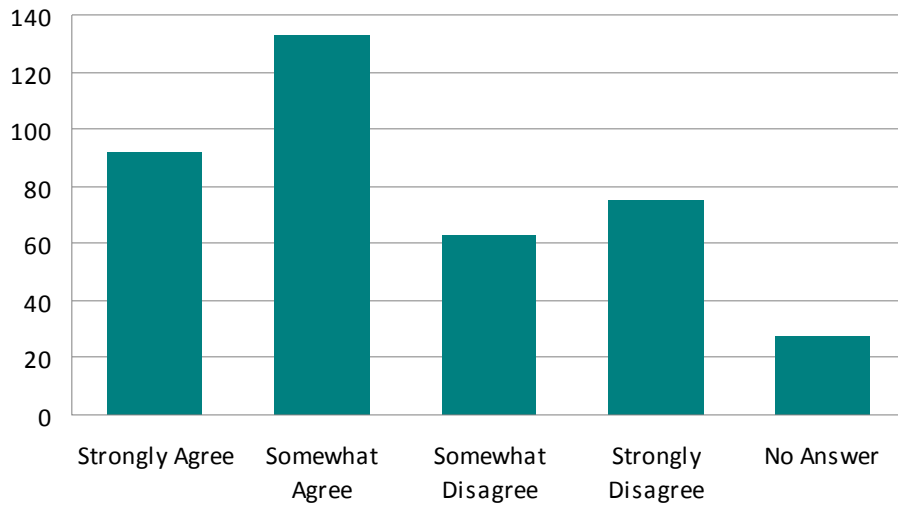
Requiem - No ST Created Structure



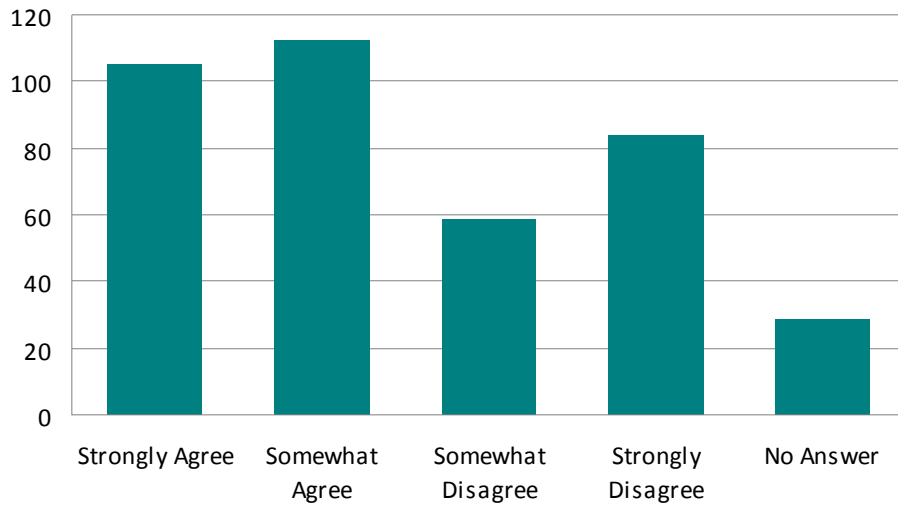
Awakening



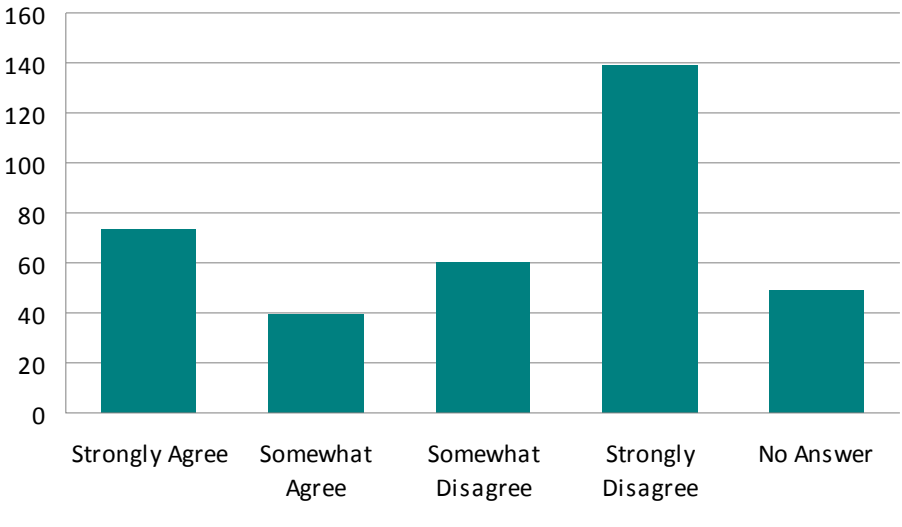
Awakening - National



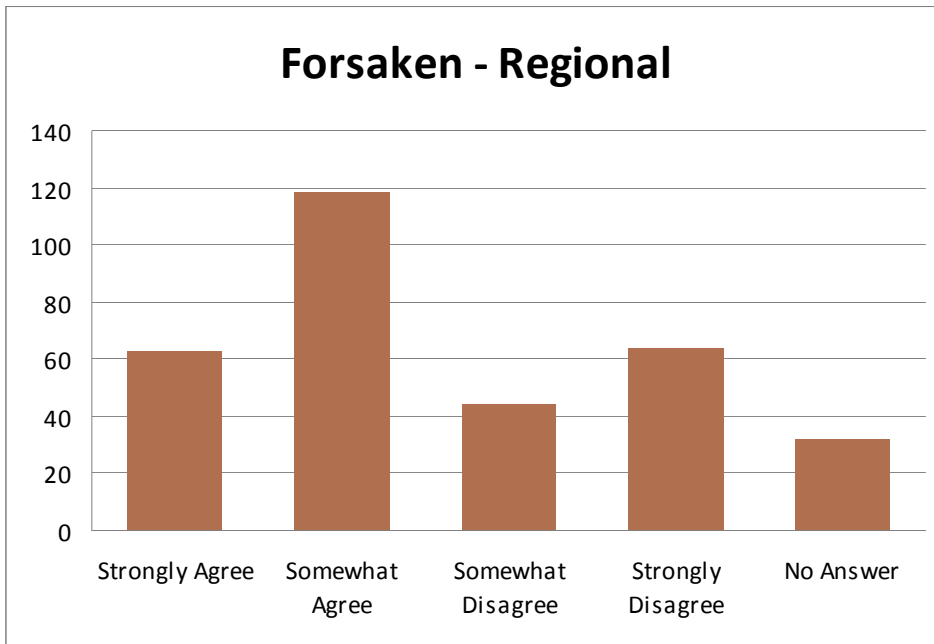
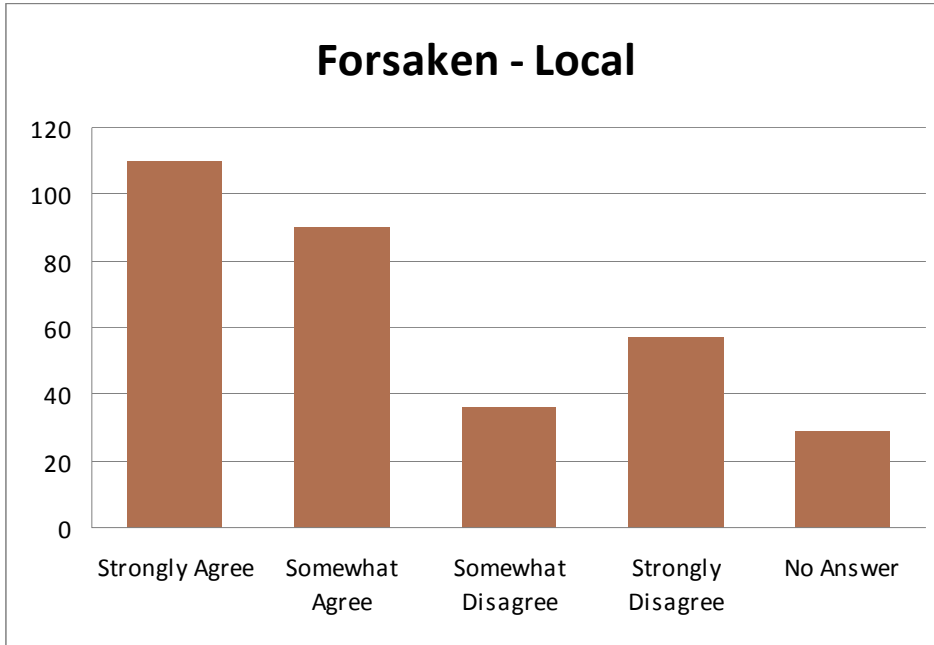
Awakening - Global



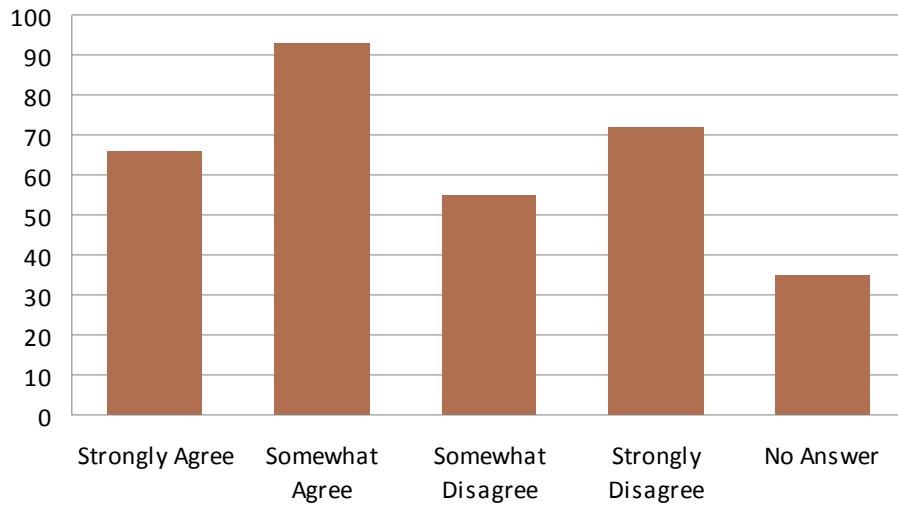
Awakening - No ST Created Structure



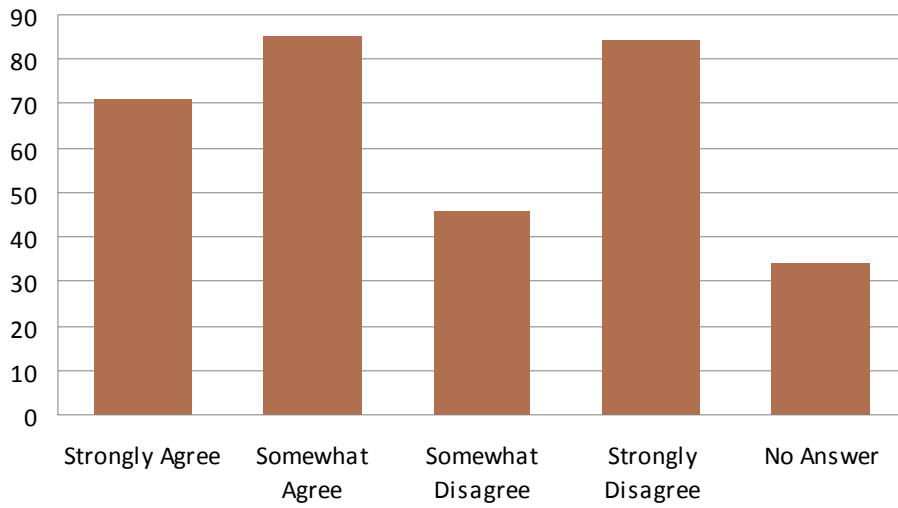
Forsaken



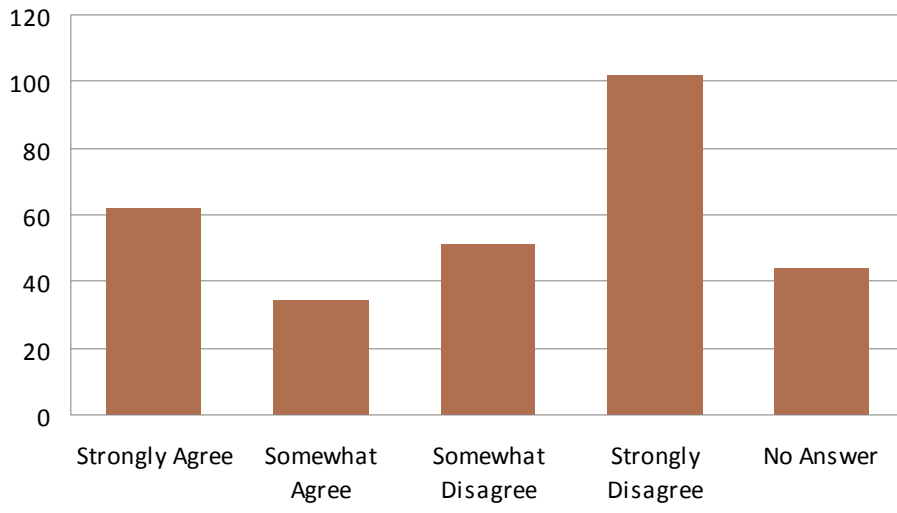
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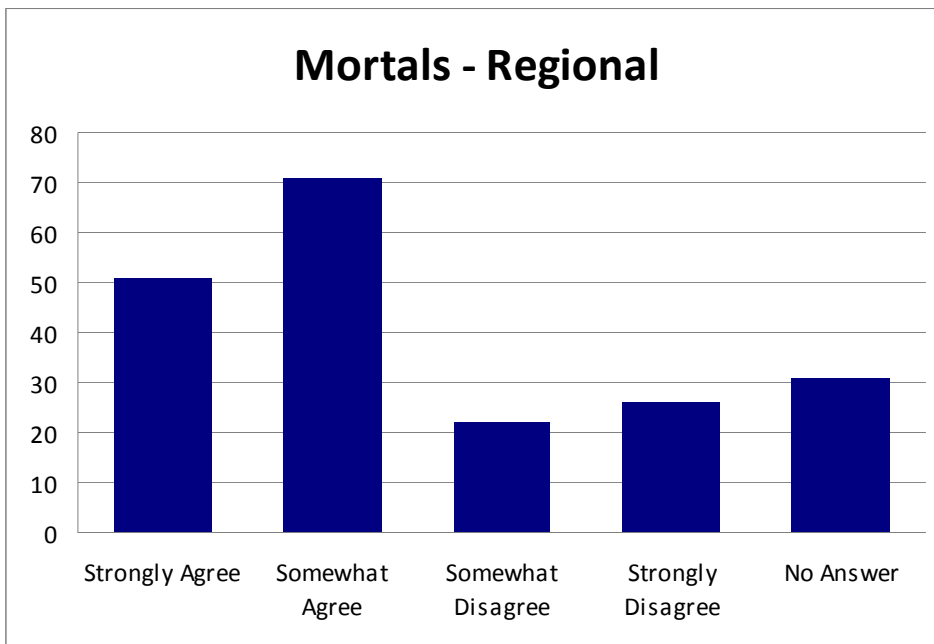
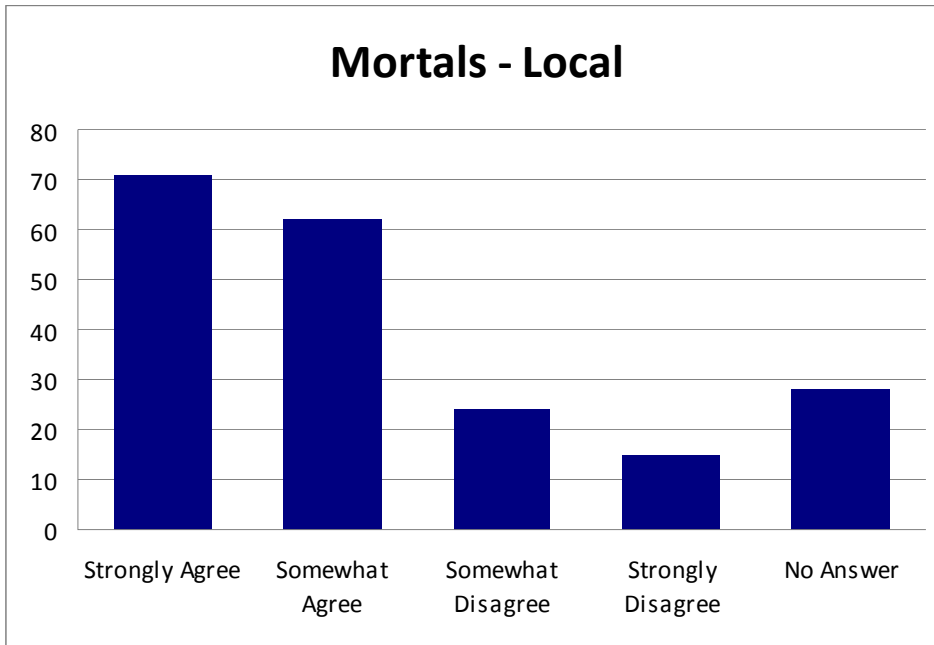
Forsaken - Global



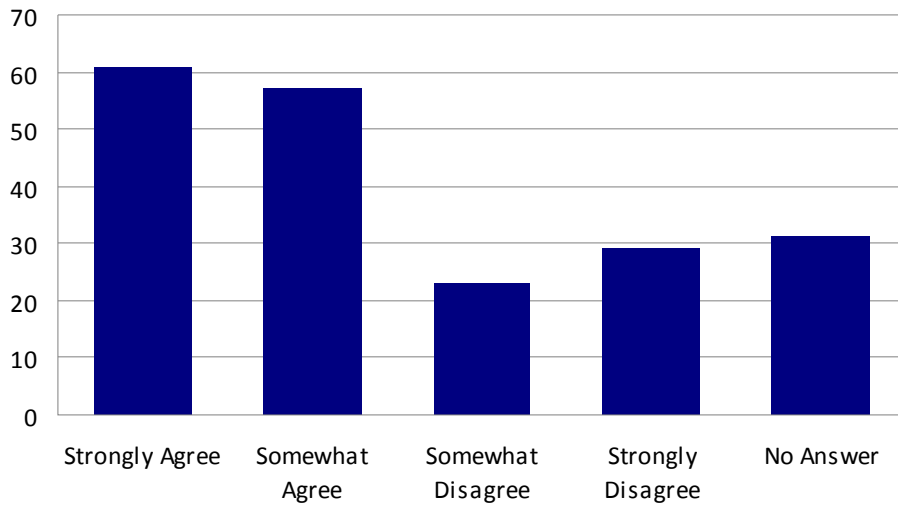
Forsaken - No ST Created Structure



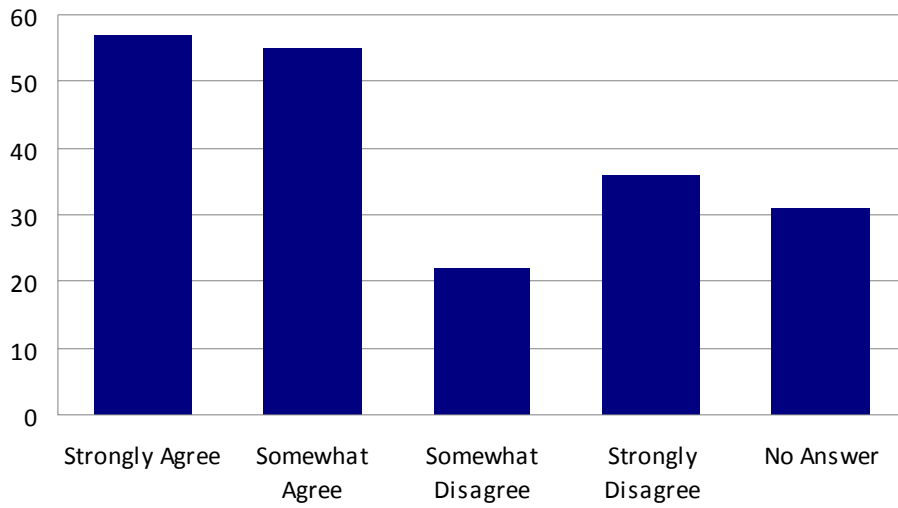
Mortals



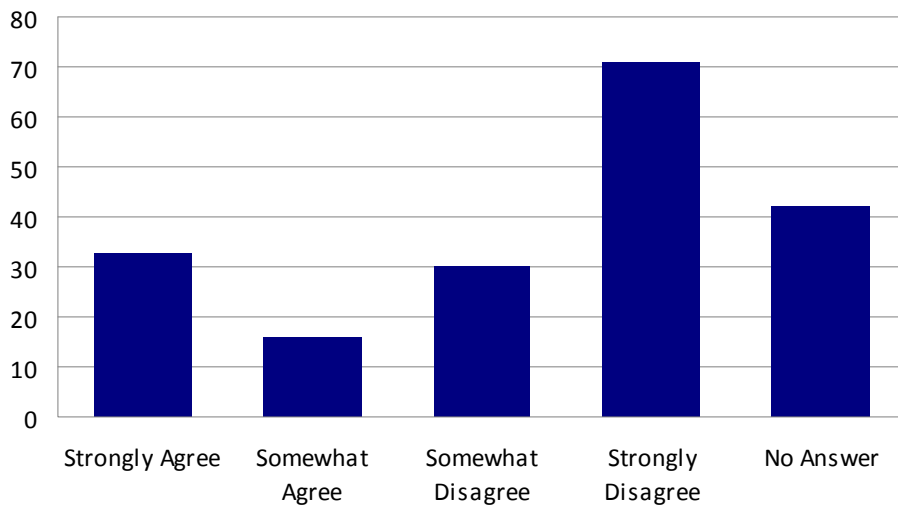
Mortals - National



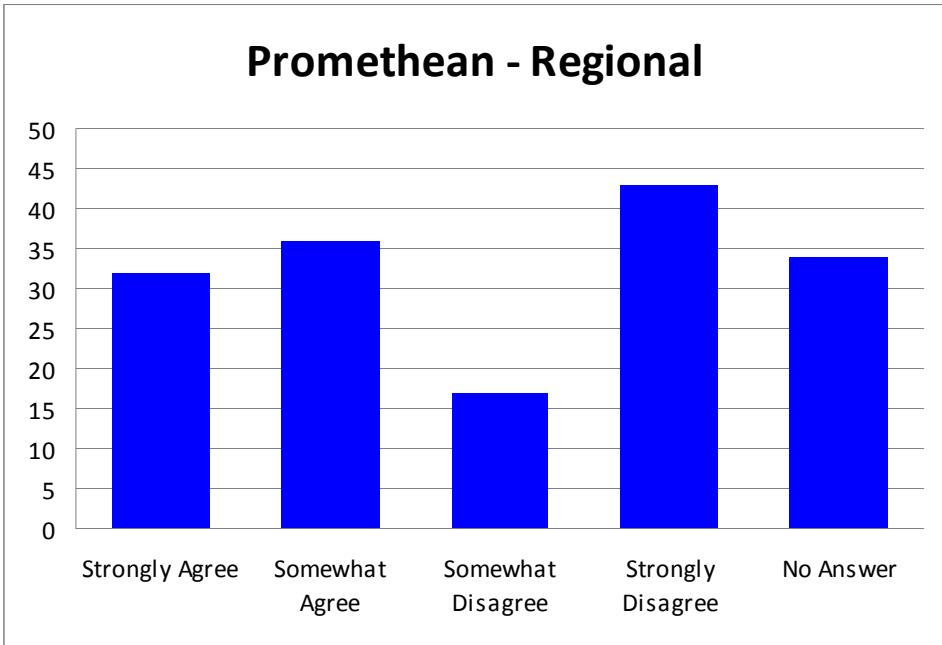
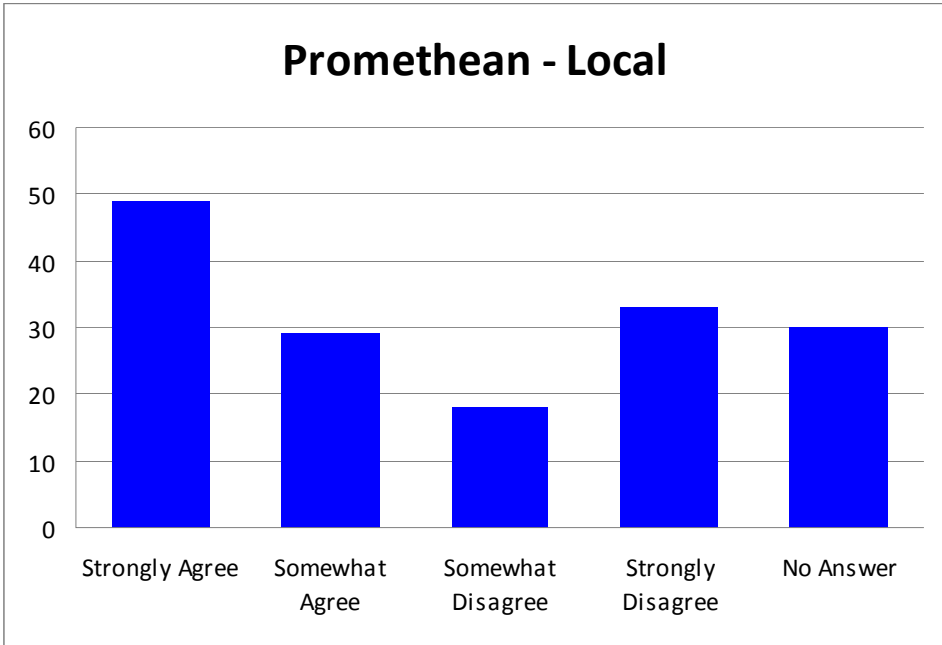
Mortals - Global



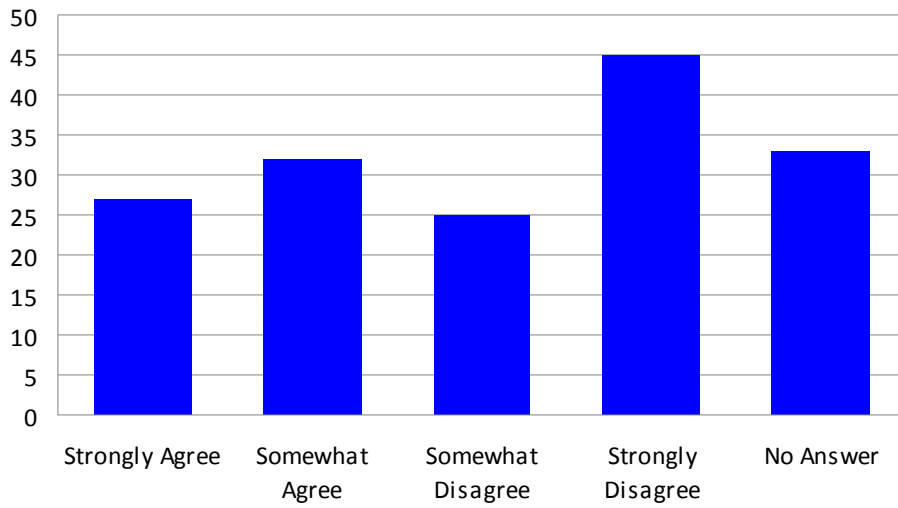
Mortals - No ST Created Structure



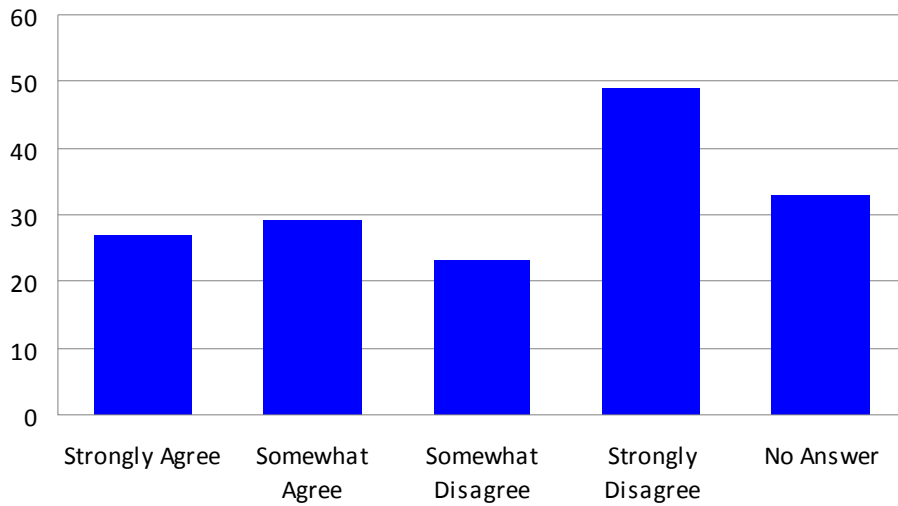
Promethean



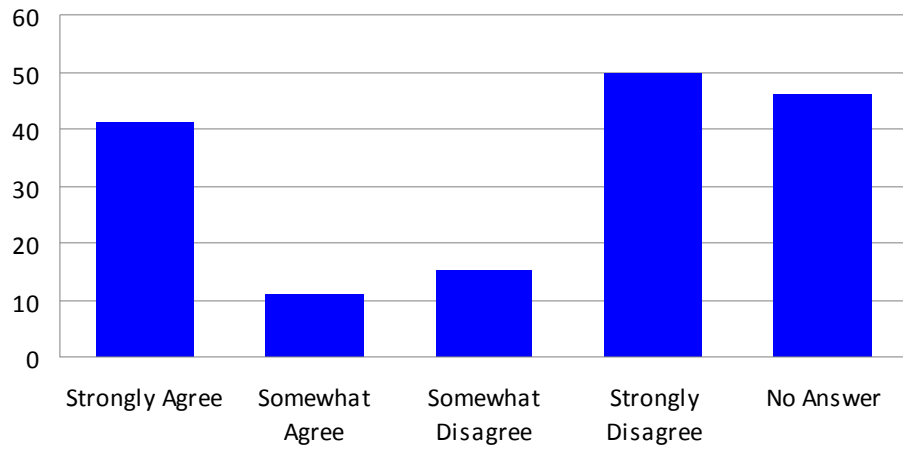
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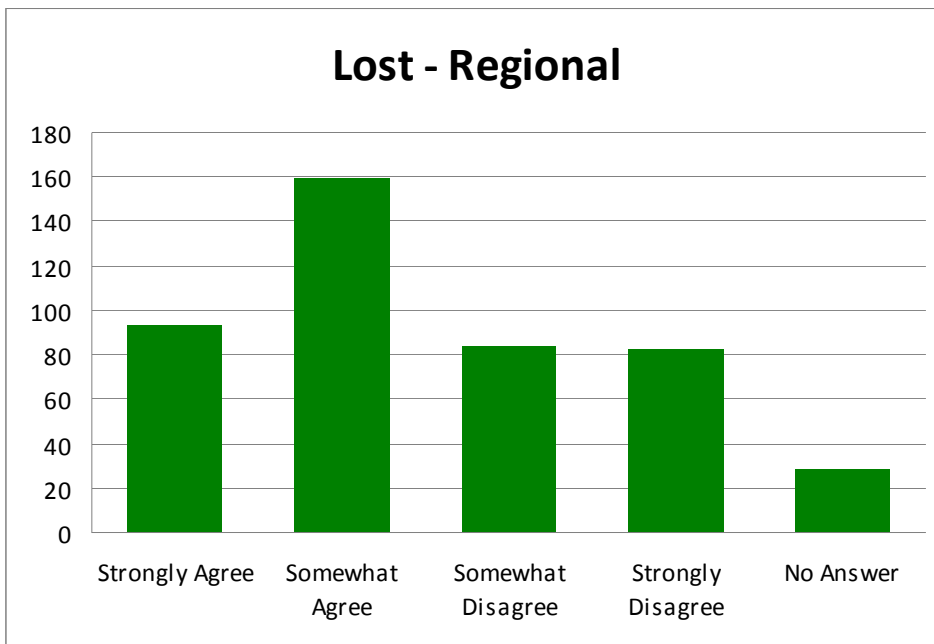
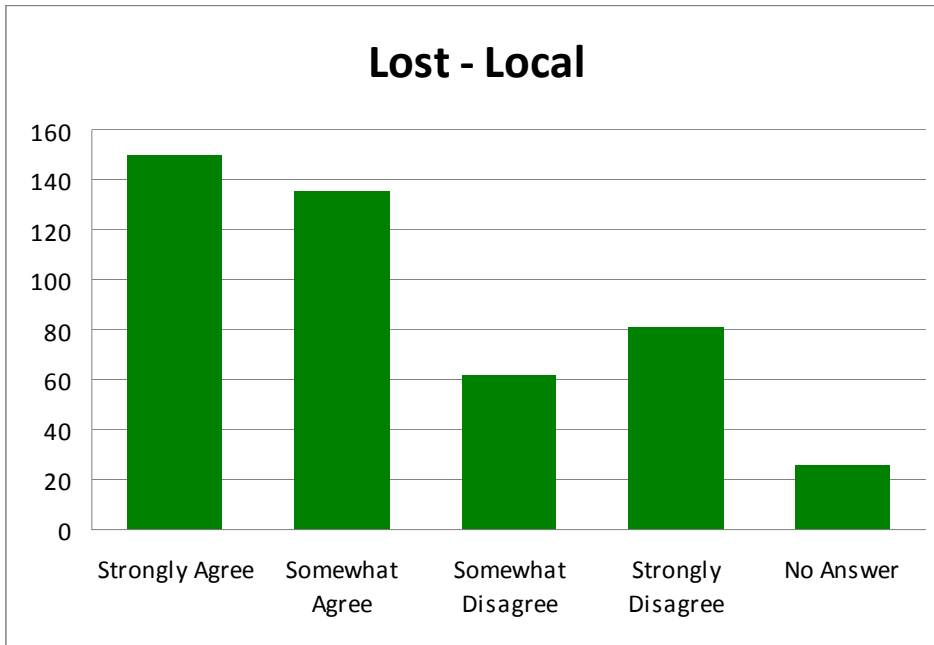
Promethean - Global



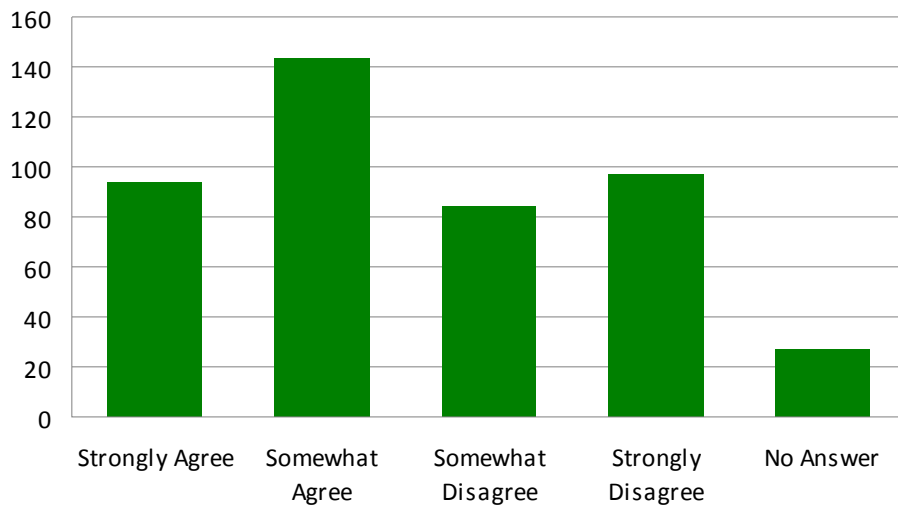
Promethean - No ST Created Structure



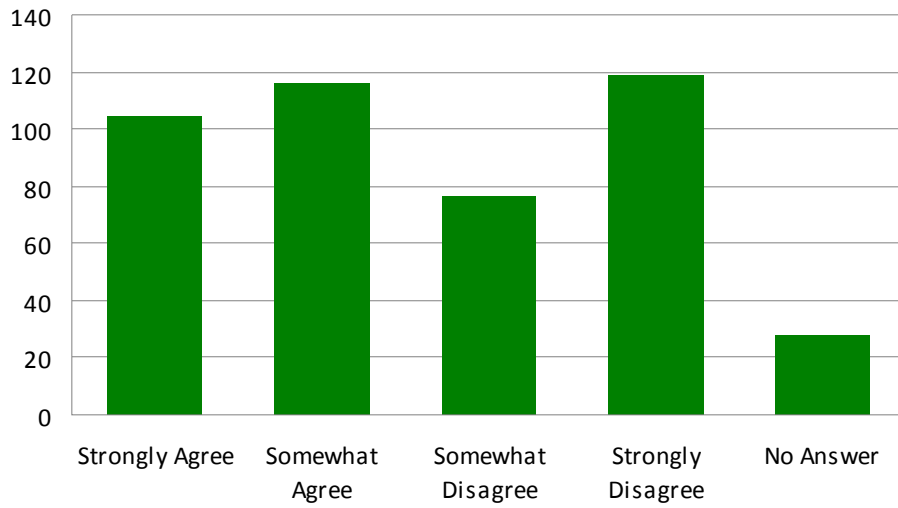
Lost



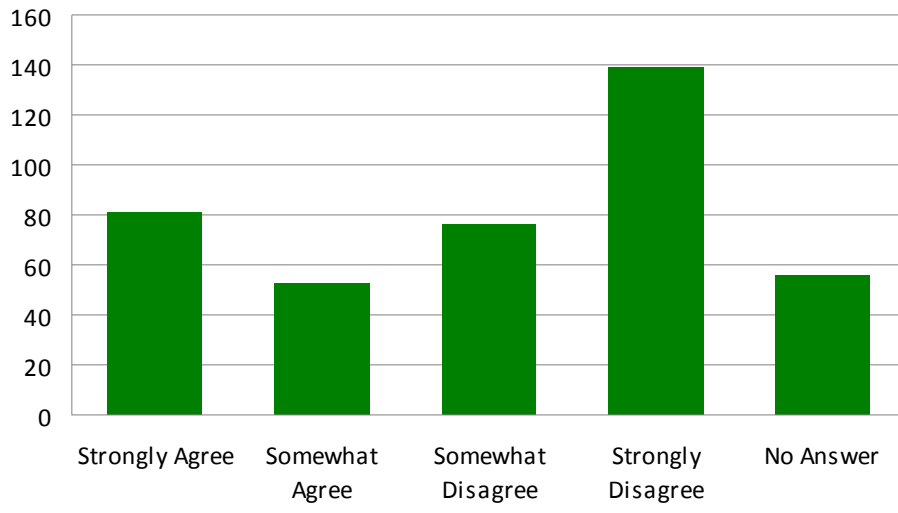
Lost - National



Lost - Global

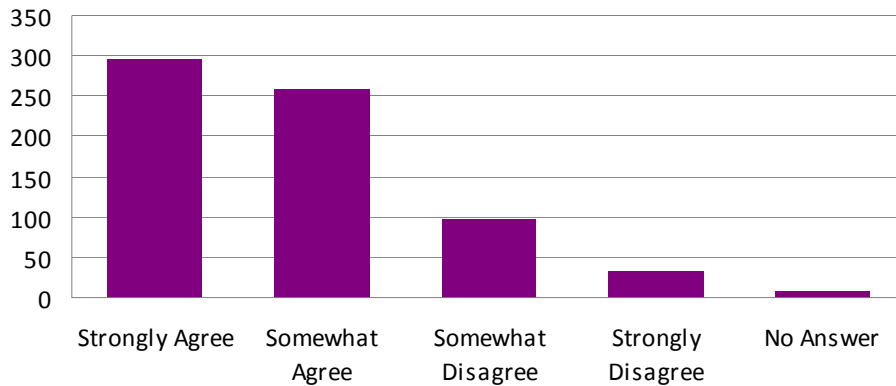


Lost - No ST Created Structure

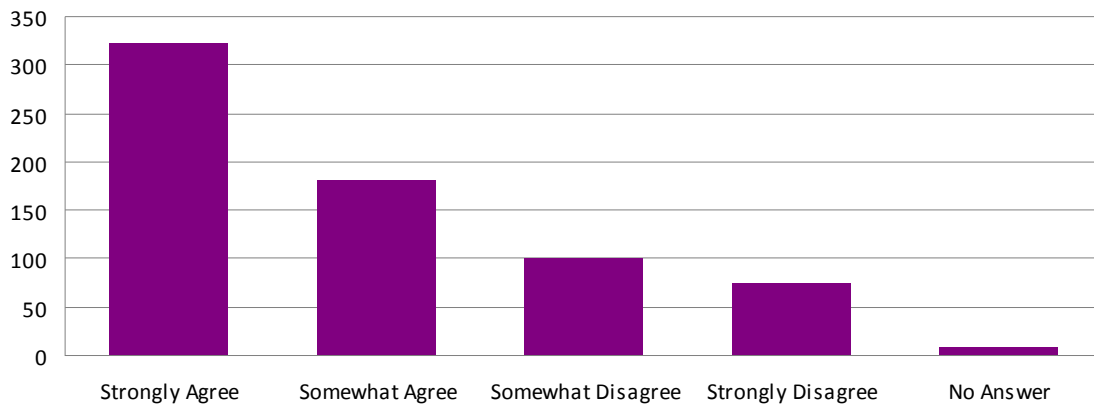


All Venues

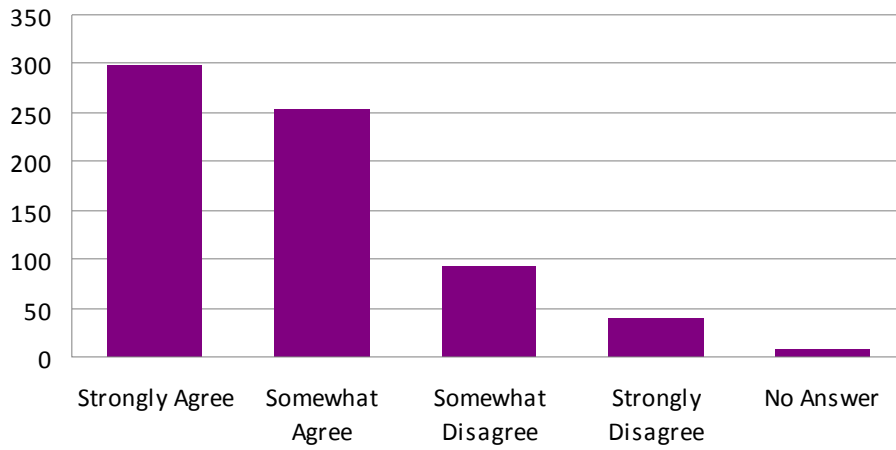
Storytellers should define more history for the chronicle (such as the creation of the Camarilla)



The MST staff should do more to determine which stories and legends were true in our chronicle (such as the origins of vampires), even if this is not known to the PCs).



There should be an overarching metaplot for each venue.



Response Demographics

