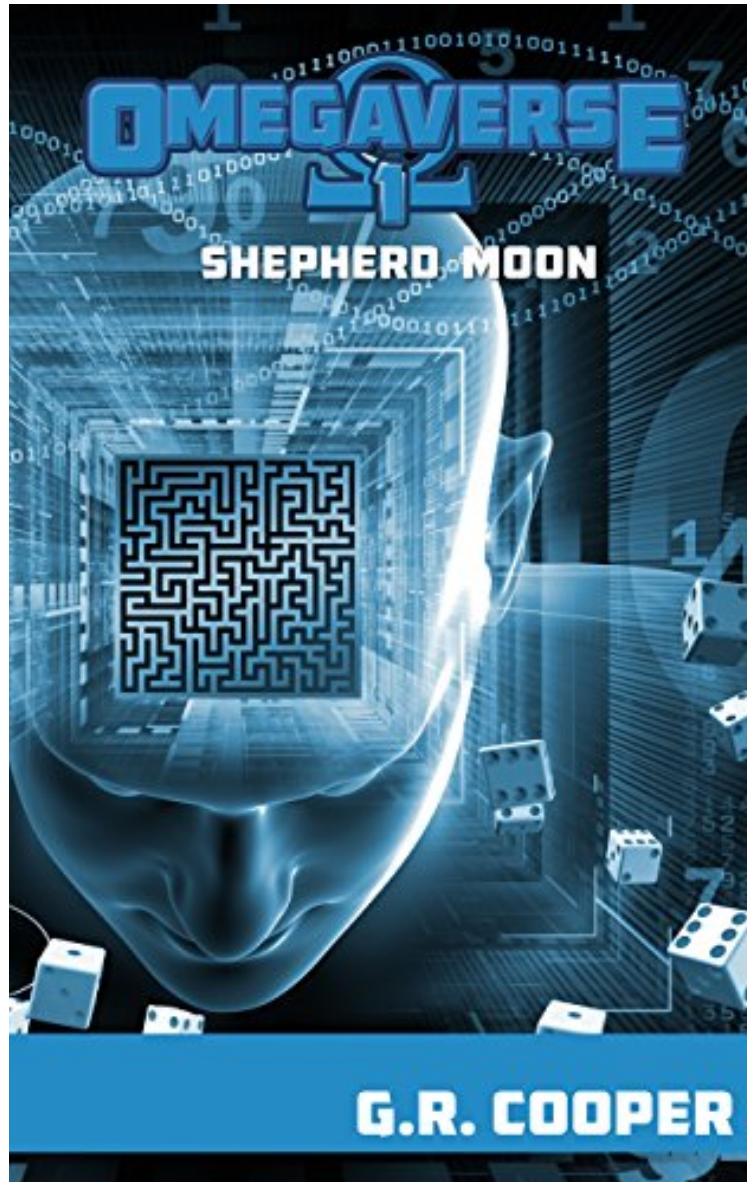


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Shepherd Moon: Omegaverse 1 (English Edition)

Von G.R. Cooper

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Von G.R. Cooper : Shepherd Moon: Omegaverse 1 (English Edition) before purchasing it in order to gage whether or not it would be worth my time, and all praised Shepherd Moon: Omegaverse 1 (English Edition):

KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich. good enoughVon NiceCatThe first books of the series are SF, the later ones are fantasy (Currently there are only 5 books, so you might see SF later again).In the SF part there are ground fights, man to man, exploring with a spaceship, space

battles and some other things. The fantasy part is like the normal fantasy game, some guys, quests, monsters, loot. The story is well written, the protagonist seems to be a good person and as litRpg this is a good one. The protagonist is - again - not a normal player but someone special who gets unique and special loot and quests etc. In the fantasy part the protagonist seems to be very very silly. You don't get it how he thinks. It just makes no sense. He creates a character with charisma (personality) and luck 0. Then he is told that this is the reason the NPCs don't like him, the animals shit on him and he loses when playing games. So he puts one (ONE!) point each in charisma and luck and then he is back to his silly himself and puts points in agility and whatever. And is surprised - again - when NPCs don't like him, he has to pay a lot more than normal players and has no luck. Surprise. It is really hard to like someone who behaves in such a silly way. The story is good enough to give 4 stars, otherwise I'd give much less because of the protagonist. 0 von 0 Kunden fanden die folgende Rezension hilfreich. SF LitRPG Von Juergen Ruck LitRpg at its best. No levels, skill Points, attributes, etc but still above the cut. A fresh take on the genre avoiding repetition. Cannot wait for the next part.

Kurzbeschreibung Duncan Sheriden enters, at the bidding of several friends, into the virtual universe; the Omegaverse. As he explores the alien races, star systems and planets, he discovers a rich, vast, limitless expanse of possibilities. From gritty fights for control of colonies with hostile alien and human forces, to interstellar trade, to thrilling hunts to eradicate space piracy, to epic battles between star-ships, Duncan finds himself drawn deeper and deeper into the virtual world. As Duncan gains and evolves his online power, his 'real world' friends and activities take smaller and smaller roles as Duncan is, unbeknownst to himself, being targeted for special attention by forces he doesn't even realize exist. Kurzbeschreibung Duncan Sheriden enters, at the bidding of several friends, into the virtual universe; the Omegaverse. As he explores the alien races, star systems and planets, he discovers a rich, vast, limitless expanse of possibilities. From gritty fights for control of colonies with hostile alien and human forces, to interstellar trade, to thrilling hunts to eradicate space piracy, to epic battles between star-ships, Duncan finds himself drawn deeper and deeper into the virtual world. As Duncan gains and evolves his online power, his 'real world' friends and activities take smaller and smaller roles as Duncan is, unbeknownst to himself, being targeted for special attention by forces he doesn't even realize exist. ber den Autor und weitere Mitwirkende G.R. Cooper has been a lot of things - retail clerk, construction foreman, tech support - but his career has been in developing online games. From Community Manager, to Producer, to Creative Director, and now, Writer. His favorite, however, and what he still thinks of himself as, is as a Game Designer.