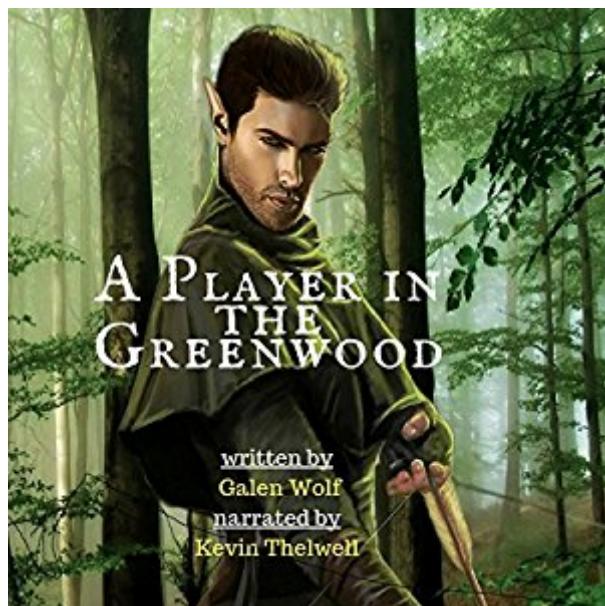


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A Player In The Greenwood: A LitRPG Novella



Synopsis

Who I am in real life doesn't matter; who I am in the game is what counts. Before it happened, I bumbled my way through the virtual reality massively multiplayer online role-playing game The Greenwood, made crap builds, and wasted my time. Then I got murdered. A shadowy figure took my hard-accumulated possessions and left me to die. I admit, I did a rage quit and deleted my character. Then I wondered what kind of person that rage-quit made me? Maybe I was a quitter? And maybe I really was someone who would let a bully get away with disrespecting me? But then again, no: I respected myself too much for that. I rolled a new character, I vowed to get good, and re-entered The Greenwood. I took on the name Barcud and the profession of ranger. I vowed to rise through the levels, hone my skills, hunt down the shadowy figure, and grind his face in the dirt. This is my story.

Book Information

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Customer Reviews

Quite enjoyed the developing story, eagerly awaiting the sequel. You do not necessarily have to be an experienced RPG player to write good LitRPG.

I liked the flow of the story. I liked the main character and his friends but did not like the PvP setting for the game world.

I debated with myself over the number of stars to give and looking at 's star text I felt more strongly

than like about this one. I loved the story. I did feel it needed more editing and consistent spacing between paragraphs, but it was quite readable for me. One interesting story element was a detailed system of poisons, which I rarely see. The litRPG elements are present but I didn't find them intrusive. Writing good first person is tricky, in this case, it worked for me. It may not work for everyone. I liked having a protagonist that isn't overpowered and who knows what being helpless is like. And best of all, I have a new favorite line from a story: "My darling priestess friend here clanks like a tin box full of spanners every time she walks."

Not the best of the worst in LitRPG. The MC was hard to like be sure he was such a loser and a whiner and only really seemed to get anywhere with the help from others. The plot armor dagger he gets at the end is silly. The PvP system is really intricate and the poison system was really unique, but I don't like that players can grief so non-calamantly. The game pop would be zero with those penalties. I mean you can literally delevel someone from max to zero. Also player stats seemed to stop mattering after level 5-6. Could get better with some polishing.

I have read a lot of RPG recently. This story is mostly in the game. As usual the main character is a bit of a cheat. This story was unique in its use of poison and antidotes. Different and interesting, but kind of creepy.

Unrealistic game rules, no one is going to continue playing a game when higher level players keep wiping them out in the beginning. The game company would lose to much money from players quitting to allow this to happen. Didn't like the game mechanics of this world either the whole combat system alone would be a pain in the behind. If I wouldn't want to play there I don't want to read about it. It might be more believable if the author made a few adjustments to the story.

The standard leveling up player who gets the great gear to beat the stuffing out of the bad guy kind of story. I had a good time reading it. If you like lots of stats you will enjoy the heck out of this story.

The first line describes the character perfectly. "In real life I was a loser, and to tell the truth I was a game-world loser too." The main character is unlikable and annoying. He is a total self absorbed ass who projects his inadequacy and fetishes on to others. He never learns from his mistakes. Other then the extremely unlikable MC (whose fetishes you're constantly slapped in the face with... I mean who doesn't want to hear the fantasies of a bisexual gimp/sub?) The author uses at least one

"tribute" to classic real world games, movies, or books... even when doing so is cringe inducing and makes you wonder why he would possibly throw that in there? Then there's the inconsistencies... at least twice he tells you where he's outing his stat points only to tell you he's increasing the same stat to the same new amount ie dex from 20 to 21 and then at the next level up telling you he's increasing dex from 20 to 21. Little things like taking a paragraph to wonder why the rogue who's running ahead didn't kill all the side adds for extra exp, then a chapter later pointing out that the side adds don't give any exp... or 'wondering' if common critters even exist which almost gets the character killed because he's in the middle of a fight and should be paying attention, and then 2 pages later pointing out how common said creature is. If you can ignore stuff like that there's also the complete lack of knowledge about mmos and game worlds, for a self professed "gamer" the author has a grasp of game mechanics about equal to an 80 year old grandfather who's being shown a computer for the first time in his life.

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