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Luck Stat Strategy (Secret Of The Old Ones Book 1)



Synopsis

Secret of the Old Ones is a deep dive VR game the likes of which the world had never seen. Trent Noguero, a hardcore gamer, has been playing for a year and is about to get his big break. He is about to catapult himself into the ranks of the most powerful players in the world. However, power comes with a price, and celebrity creates enemies. Trent has the keys to massive success, but he also accidentally painted a target on his backâ both in, and out of the game.

Book Information

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Customer Reviews

Blaise, I hate you. You have started an excellent story that I can not wait to continue but I am forced to wait while you write. Seriously folks, this story is awesome. I admit to being leery about certain aspects when I first heard about it but Blaise has done an outstanding job with the mythos and implementation into a game world and the repercussions that would arise.

Great author and great book. Fast paced, well developed characters and great dialogue. This author delivers and you definitely get your money's worth from the book. It's a wonderful can't put it

Down Litrpg.

Ok first off I read this on Kindle Unlimited so no verified purchase. This book rocks, probably one of the best litrpg books I have read. Right up there with way of the shaman. This is a game I would play . Steampunk mixed with cuthulu.... seriously sign me up right now. This reminds me of some of the books I read when I was a kid. The writer has a well written, good world building and awesome MC building. MC isn't OP but is damn good at what he does.

Blaise Corvin does many things well in this work. The story well-paced, action is fluid, and the characters are well-developed for a book of this length. Most notably, Secret of the Old Ones steps away from the stereotypical fantasy game setting and drops readers into a steampunk world filled with Lovecraftian horrors, instilling a new sense of discovery to even the most veteran of readers . Overall, Luck Stat Strategy brings fresh ideas to a scene still breaking out of its shell while still retaining the core elements which define the genre, thus making it a 'must read' for any fan of the LitRPG genre.

Secret of the Old Ones brings a brand new idea to playing a game, something we've all wished we had more of in any playthrough of any game, ever. What if you could sacrifice other statistics to chase it? Would you dare?What do you think would happen if you did?Fortunately, Vale de Pardon doesn't have that problem.From Steampunk, to Swords, to Sorcery, SOO is 'lucky' enough to have it all. Throw in some good old Lovecraftian horror, and you just may feel like you need a clover growing out of your hair to keep up.Who really needs to be overpowered when you can just get lucky?

I am usually much more a fan of the sword and sorcery Litrpg stories or just in fantasy novels in general but this book grew on me. Without any spoilers I can say one thing that threw me off was that it starts out at a point in the story where most stories end at. It opens with the main character opening the door to huge power. At first I felt like I was missing part of the story and I almost put the story down but I figured I would give it a few more chapters. I am very glad I did as this story was pretty interesting it was also interesting since it is set in a semi Victorian era society mixed in with monsters and or beings similar to Lovecrafts stories. I never really read any but I can tell you that it's not important just know it's not vampires or orcs. I am looking forward to this stories future.

This was a soft entry into the LitRPG genre, but a great attempt. To keep things simple for himself as well as keep the length of the book short, he rarely dove into the nitty- gritty of stats, and didn't even explain anything about weapons, even the one that was the main fixation of the novel. Though this was soft core, and slightly transparent, the book was well polished and executed in the exact manner he portrayed in his summery: short and to the point, packed with action. I wanted more, and have to respect that he has another novel, which I greatly enjoyed, he is currently working on. The depth of his previous book far outshines this, but it is still a good read. TLDR; Solid read, if a little short.

The game described seemed like something that would be super fun to play and I liked the use of stats and description of the classes. Needed much more details on the game world to be honest. The real world stuff was less interesting and the characters seem to drift from early teens to young adults. The characters weren't stupid just often juvenile and had plot driven dumb moments and reactions. SPOILER: For example even though streaming is huge business, and a very cut throat one, when the main guy (man child) is threatened he doesn't think about his family, and even when they are threatened later tells no one, not even even the family itself. I really liked the author's Delvers books (so far) though they were also painted with a broad brush at times. So I bumped the score here from 3.5 to 4.

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