Renegade RPG Script Outline

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Start RenRPG Master Script

IN1: Server Address
IN2: <Encoded Login>

End RenRPG Master Script

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Start RenRPG Monster Script

IN1: Experiance Gained
IN2: Spawner Preset
IN3: Can Kill (Yes no)
IN4: Master Script ID
QuestTrigger1:
QuestTrigger2:
...
QuestTrigger5:

(Spawner Preset)The player that kills the animal should be the only one who can get the item, aswell as terminating the item after 1.5 minutes.

(Can Kill) Enabled or Disable the ablility to damage certain creatures. Quest creatures or cinematic etc etc.

(QuestTrigger) Value Enabled for objective.

End RenRPG Monster Script

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Start RenRPG Quest Script

QuestOb1:
QuestOb2:
...
QuestOb3:

RewardList:

(QuestOb1:) Enabled or Disabled, QuestTrigger1 will turn this value to 1. Signifying that it has been completed.

(RewardList) A .txt that specifies what is given to the user.

Experiance=
Levels=
Str=
Def=
Agility=
Magic=
Questpoints=

End RenRPG Quest Script

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I think that is it, ill ponder on it and see if i missed something.