Bag

+ BAG_SLOTS
+ CONTAINER_SLOTS
+ bagType
+ items
+ neck
+ head
+ finger
+ primary
+ body
+ secondary
+ hands
+ legs
and 8 more...

+ Add()
+ Remove()
+ RemoveAt()
+ Consume()
+ Bag()
+ Bag()
+ Equip()
+ Unequip()
+ Format()
+ FindItemSlot()
+ FindItemWithID()
+ FindKey()