

<b>Player:</b>	Jörg		<b>Resistance</b>	
<b>Character:</b>	<b>Eöl</b>		Essence	30
<b>Race:</b>	Grey Elf		Channeling	0
<b>Profession:</b>	Alchemist		Mentalism	3
<b>Realm:</b>	Essence		Channeling/Essence	15
<b>Level :</b>	21		Channeling/Mentalism	2
<b>Exp Points:</b>	577954		Essence/Mentalism	17
<b>Fate Points:</b>			Arcane	11
<b>Corruption Pts:</b>			Poison	25
<b>Money:</b>	50000		Disease	115
		Fear	1	
		Heat	0	
		Cold	15	

Stat	Temporary	Potential	Dev. Pts.	Basic	Race	Backgr.	Special	Item	Bonus
<b>Agility</b>	AG	100	100	10	25				25
<b>Constitution</b>	CO	95	95	9	15				15
<b>Memory</b>	ME	91	91	8,6	11				11
<b>Reasoning</b>	RE	90	90	8,4	10				10
<b>Self Discipline</b>	SD	63	63	6	1				1
<b>Empathy</b>	EM	102	102	-	35				35
<b>Intuition</b>	IN	77	77	-	5				5
<b>Presence</b>	PR	86	86	-	8				8
<b>Quickness</b>	QU	103	103	-	40				40
<b>Strength</b>	ST	91	91	-	11				11

Total Dev. Points	42	Secondary Skills Dev. Pts.	10,5
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Appearance	76	Age	*2978 TA	Skin		Height	6'5
Sex	Male	Hair	Blond	Eyes	Green	Weight	175

Armor AT	1	Shield Type	Wall	Item DB		Special DB	
Armor Enc. AT		Shield Bonus	25	Item DB		Talent DB	
Armor Bonus	15	Helm		Special DB		Flaw DB	

Hit Points	115	DB with Armor	55	Soul Departure	2	Rest ExhP/min	9
Power Points	420	Full DB Melee	110	Recovery Multiplier	2	PP / Lvl.	4
PP Multiplier x	5	Full DB Missile	120	Rest hits/hour	3,2	Base Spells	20
Initiative 2d10+	16	Exhaustion Points	70	Sleep hits/3 hour	12	Base MM Rate	95

<b>Talents</b>	2. Quick Stride	4. Modified Level Bonuses	<b>Flaws</b>
1. Animal Friend	3. No rear attack	5.	1.

Skill	#R	IB	Bonus	Skill	#R	IB	Bonus
Broadsword	21	25	173	Stunned Maneuvering	10	0	112
Composite Bow	2	25	116				0
Lightning Bolt	15	15	100	Enchanting Ways	20	0	20
Other Directed Spells	7	0	60	Essence Imbedding	20	0	20
Climbing	1	0	30	Ment.-Chan. Imbedding	20	0	20
Swimming	10	0	75	Organic Skills	20	0	20
Alertness	21	0	88,5	Liquid Gas Skills	20	0	20
Situational Awareness	10	0	118	Inorganic Skills	20	0	20
Detect Traps	21	0	137	Gate Mastery	10	0	10
General Perception	21	0	139	Spirit Mastery	20	0	20
Locate Secret Opening	21	0	140	Rapid Ways	20	0	20
Read Tracks	1	0	74	Lofty Bridge	10	0	10
Tracking	2	0	79	Invisible Ways	10	0	10
Trading	1	0	28	Shield Mastery	20	0	20
Attunement	10	0	90	Rune Mastery	10	0	10
Read Runes	10	0	90	Spell Enhancement	10	0	10
Disarm Trap	2	0	25	Lesser Illusions	10	0	10
Pick Locks	10	35	98	Physical Enhancement	0	0	0
Stalk/Hide	3	15	63	Detecting Ways	10	0	10
First Aid	10	0	68	Elemental Shields	20	0	20
Smithing Weapons	20	0	108	Essence Hand	10	0	10
Lock Lore	20	0	101	Essence's Perceptions	0	0	0

Skill	Costs	Stats	Progress.	#R	RB	SB	LB	TB	FB	MM	RA	IB	IB	Total
<b>Academic</b>	-	-	-	-	-	-	1	-	-	-	-	-	-	-
Demon/Devil Lore	1/3	ME/RE	-25/5/2/1/0,5	10	50	11	20							81
Dragon Lore	1/3	ME/RE	-25/5/2/1/0,5	10	50	11	20							81
Fauna Lore	1/4	ME/RE	-25/5/2/1/0,5	10	50	11	20							81
Flora Lore	1/4	ME/RE	-25/5/2/1/0,5	10	50	11	20							81
Heraldry	3/5	ME/RE	-25/5/2/1/0,5		-25	11	20							6
Herb Lore	1/3	ME/RE	-25/5/2/1/0,5	10	50	11	20							81
Lock Lore	1/4	ME/RE	-25/5/2/1/0,5	20	70	11	20							101
Military Organization	3/6	ME/RE	-25/5/2/1/0,5	1	5	11	20							36
Siege Engineering	2/4	ME/RE	-25/5/2/1/0,5		-25	11	20							6
Tactics	2/4	ME/RE	-25/5/2/1/0,5	1	5	11	20							36
Alchemy	1/3	ME/RE	-25/5/2/1/0,5	10	50	11	20							81
		ME/RE	-25/5/2/1/0,5		-25	11	20							6
<b>Armor</b>	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Soft Leather	9		-25/5/5/5/5,0		-25	0	0							-25
Rigid Leather	9		-25/5/5/5/5,0		-25	0	0							-25
Chain	10		-25/5/5/5/5,0		-25	0	0							-25
Plate	11		-25/5/5/5/5,0	0	-25	0	0							-25
<b>Athletic</b>	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Climbing	7	AG	-25/5/2/1/0,5	1	5	25	0							30
Dance	0	AG/IN	-25/5/2/1/0,5	9	45	15	0							60
Distance Running	0	CO	-25/5/2/1/0,5	5	25	15	0							40
Rowing	0	ST/SD	-25/5/2/1/0,5	2	10	6	0							16
Sailing	0	AG/IN	-25/5/2/1/0,5		-25	15	0							-10
Sprinting	0	QU	-25/5/2/1/0,5	2	10	40	0							50
Swimming	3	AG	-25/5/2/1/0,5	10	50	25	0							75
Acrobatics	0	AG/QU	-25/5/2/1/0,5		-25	33	0							8
Contortions	0	AG/SD	-25/5/2/1/0,5		-25	13	0							-12
Jumping	0	ST/AG	-25/5/2/1/0,5		-25	18	0							-7
Tumbling	0	AG/SD	-25/5/2/1/0,5		-25	13	0							-12
		AG	-25/5/2/1/0,5		-25	25	0							0
		AG	-25/5/2/1/0,5		-25	25	0							0
<b>Body Development</b>	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Body Development	6		Random	19	90	10	0							100
<b>Concentration</b>	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Adrenal Defense	20		-25/5/2/1/0,5		-25	0	0							-25
Adrenal Balance	6	PR/SD	-25/5/2/1/0,5		-25	5	0							-20
Adrenal Landing	6	PR/SD	-25/5/2/1/0,5		-25	5	0							-20
Adrenal Leaping	6	PR/SD	-25/5/2/1/0,5		-25	5	0							-20
Adrenal Quick Draw	0	PR/SD	-25/5/2/1/0,5		-25	5	0							-20
Adrenal Speed	6	PR/SD	-25/5/2/1/0,5		-25	5	0							-20
Adrenal Strength	6	PR/SD	-25/5/2/1/0,5		-25	5	0							-20
Body Damage Stabilization	0	SD/EM	-25/5/2/1/0,5		-25	18	0							-7
Control Lycantrophy	0	SD	-25/5/2/1/0,5		-25	1	0							-24
Frenzy	0	EM/SD	-25/5/2/1/0,5	0	-25	18	0							-7
Meditation Trance	1/4	PR/SD	-25/5/2/1/0,5	10	50	5	0				25			80
		PR/SD	-25/5/2/1/0,5		-25	5	0							-20
		PR/SD	-25/5/2/1/0,5		-25	5	0							-20
<b>Deadly</b>	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Ambush	9		-25/5/2/1/0,5		-25	0	0							-25
Silent Kill	0	AG/IN	-25/5/2/1/0,5	0	-25	15	0							-10
Use/Remove Poison	0	AG/IN	-25/5/2/1/0,5		-25	15	0							-10

Skill	Costs	Stats	Progress.	#R	RB	SB	LB	TB	FB	MM	RA	IB	IB	Total
<b>Directed Spells</b>	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Lightning Bolt	2/7	AG	-25/5/2/1/0,5	15	60	25	0						15	100
Other Directed Spells		AG	-25/5/2/1/0,5	7	35	25	0							60
		AG	-25/5/2/1/0,5		-25	25	0							0
		AG	-25/5/2/1/0,5		-25	25	0							0
		AG	-25/5/2/1/0,5		-25	25	0							0
		AG	-25/5/2/1/0,5		-25	25	0							0
<b>General</b>	-	-	-	-	-	-	1	-	-	-	-	-	-	-
Cooking	1/2	RE/AG	-25/5/2/1/0,5	10	50	18	20							88
Crafting	1/2	AG/SD	-25/5/2/1/0,5	1	5	13	20							38
Fletching	1/3	AG/SD	-25/5/2/1/0,5	10	50	13	20							83
Leather-Working	3	AG/RE	-25/5/2/1/0,5	1	5	18	20							43
Painting	0	IN/AG	-25/5/2/1/0,5		-25	15	20							10
Play Instrument #1	2/6	AG/ME	-25/5/2/1/0,5		-25	18	20							13
Play Instrument #2	3/7	AG/ME	-25/5/2/1/0,5		-25	18	20							13
Play Instrument #3	3	AG/ME	-25/5/2/1/0,5		-25	18	20							13
Rope Mastery	0	ME/AG	-25/5/2/1/0,5		-25	18	20							13
Sculpting	0	IN/AG	-25/5/2/1/0,5		-25	15	20							10
Skinning	0	AG/IN	-25/5/2/1/0,5		-25	15	20							10
Smithing Weapons	1/2	ST/AG	-25/5/2/1/0,5	20	70	18	20							108
Wood-crafts	1/3	AG/EM	-25/5/2/1/0,5	1	5	30	20							55
Appraisal	1/2	ME/RE	-25/5/2/1/0,5	10	50	11	20							81
Armor Evaluation	1/3	IN/RE	-25/5/2/1/0,5	10	50	8	20							78
Metal Evaluation	1/2	IN/RE	-25/5/2/1/0,5	10	50	8	20							78
Weapon Evaluation	1/3	IN/RE	-25/5/2/1/0,5	10	50	8	20							78
		AG	-25/5/2/1/0,5		-25	25	20							20
		AG	-25/5/2/1/0,5		-25	25	20							20
<b>Linguistic</b>	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Westron (Spoken & Written)	1/*		-25/5/2/1/0,5	10	50	0	0							50
Sindarin (Spoken & Written)	1/*		-25/5/2/1/0,5	10	50	0	0							50
Silvan (Spoken & Written)	1/*		-25/5/2/1/0,5	8	40	0	0							40
Quenya (Spoken & Written)	1/*		-25/5/2/1/0,5	6	30	0	0							30
Haradaic (Spoken)	1/*		-25/5/2/1/0,5	8	40	0	0							40
Rohirric (Spoken)	1/*		-25/5/2/1/0,5	8	40	0	0							40
Language	1/*		-25/5/2/1/0,5		-25	0	0							-25
Language	1/*		-25/5/2/1/0,5		-25	0	0							-25
Language	1/*		-25/5/2/1/0,5		-25	0	0							-25
Language	1/*		-25/5/2/1/0,5		-25	0	0							-25
Lip Reading	0	IN/RE	-25/5/2/1/0,5		-25	8	0							-17
Music	0	AG/EM	-25/5/2/1/0,5		-25	30	0							5
Public Speaking	0	EM/PR	-25/5/2/1/0,5		-25	22	0							-3
Signaling	1/5	ME/SD	-25/5/2/1/0,5		-25	6	0							-19
Singing	0	PR/IN	-25/5/2/1/0,5		-25	7	0							-18
Tale Telling	0	PR/ME	-25/5/2/1/0,5		-25	10	0							-15
Trading	3/5	RE/EM	-25/5/2/1/0,5	1	5	23	0							28
Symbol Lore	1/4	RE	-25/5/2/1/0,5	1	5	10	0							15
		RE	-25/5/2/1/0,5		-25	10	0							-15
<b>Magical</b>	-	-	-	-	-	-	1	-	-	-	-	-	-	-
Attunement	1/3	EM/IN	-25/5/2/1/0,5	10	50	20	20							90
Channeling	7	IN	-25/5/2/1/0,5		-25	5	20							0
Magic Ritual	1/4	RE/ME	-25/5/2/1/0,5	10	50	11	20							81
Power Perception	1/3	EM	-25/5/2/1/0,5	10	50	35	20							105
Read Runes	1/3	EM/IN	-25/5/2/1/0,5	10	50	20	20							90
Spell Mastery	2/5	EM/IN/PR	-25/5/2/1/0,5		-25	16	20							11
Transcend Armor	4	EM/IN/PR	-25/5/2/1/0,5		-25	16	20							11
		EM/IN	-25/5/2/1/0,5		-25	20	20							15

Skill	Costs	Stats	Progress.	#R	RB	SB	LB	TB	FB	MM	RA	IB	IB	Total
<b>Medical</b>	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Animal Healing	0	EM/RE	-25/5/2/1/0,5		-25	23	0							-2
Diagnostics	0	IN/RE	-25/5/2/1/0,5		-25	8	0							-17
Drug Tolerance	0	CO/SD	-25/5/2/1/0,5		-25	8	0							-17
First Aid	2/5	SD/EM	-25/5/2/1/0,5	10	50	18	0							68
Second Aid	0	SD/EM/IN	-25/5/2/1/0,5		-25	14	0							-11
Surgery	0	SD/EM/IN	-25/5/2/1/0,5		-25	14	0							-11
		EM	-25/5/2/1/0,5		-25	35	0							10
<b>Outdoor</b>	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Animal Handling	0	EM/PR	-25/5/2/1/0,5	0	-25	22	0							-3
Animal Training	0	EM/PR	-25/5/2/1/0,5		-25	22	0							-3
Beast Mastery	0	EM/PR	-25/5/2/1/0,5	0	-25	22	0							-3
Driving	0	SD/AG	-25/5/2/1/0,5	1	5	13	0							18
Riding	3	EM/AG	-25/5/2/1/0,5	2	10	30	0						30	70
Caving	0	SD/RE	-25/5/2/1/0,5		-25	6	0							-19
Foraging	0	IN/ME	-25/5/2/1/0,5		-25	8	0							-17
Region Lore	0	RE/ME	-25/5/2/1/0,5		-25	11	0							-14
Streetwise	0	PR/IN	-25/5/2/1/0,5		-25	7	0							-18
		EM	-25/5/2/1/0,5		-25	35	0							10
		EM	-25/5/2/1/0,5		-25	35	0							10
<b>Perception</b>	-	-	-	-	-	-	3	-	-	-	-	-	-	-
Detect Traps	2/5	IN	-25/5/2/1/0,5	21	71	5	61							137
Direction Sense	0	IN/RE	-25/5/2/1/0,5		-25	8	61							44
General Perception	3	IN/IN/RE	-25/5/2/1/0,5	21	71	7	61							139
Lie Perception	0	IN/RE	-25/5/2/1/0,5		-25	8	61							44
Locate Secret Opening	2/5	IN/RE	-25/5/2/1/0,5	21	71	8	61							140
Poison Perception	1/4	IN/RE	-25/5/2/1/0,5	2	10	8	61							79
Read Tracks	3/7	IN/RE	-25/5/2/1/0,5	1	5	8	61							74
Sense Ambush/Assassination	0	IN/RE	-25/5/2/1/0,5	0	-25	8	61							44
Tracking	3	IN/RE	-25/5/2/1/0,5	2	10	8	61							79
<i>Alertness</i>	-	IN/IN/RE	-25/1/1/1/0,0	21	20,5	7	61							88,5
<i>Situational Awareness</i>	-	IN/IN/RE	-25/5/2/1/0,5	10	50	7	61							118
		IN/RE	-25/5/2/1/0,5		-25	8	61							44
		IN/RE	-25/5/2/1/0,5		-25	8	61							44
<b>Social</b>	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Diplomacy	0	PR/IN	-25/5/2/1/0,5		-25	7	0							-18
Duping	0	PR	-25/5/2/1/0,5		-25	8	0							-17
Gambling	0	ME/PR	-25/5/2/1/0,5		-25	10	0							-15
Interrogation	0	RE/AG	-25/5/2/1/0,5		-25	18	0							-7
Leadership	0	PR/RE	-25/5/2/1/0,5		-25	9	0							-16
Seduction	0	EM/PR	-25/5/2/1/0,5		-25	22	0							-3
<b>Subterfuge</b>	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Acting	0	PR/EM	-25/5/2/1/0,5		-25	22	0							-3
Disarm Trap	4	IN/AG	-25/5/2/1/0,5	2	10	15	0							25
Falsification	1/3	SD/RE	-25/5/2/1/0,5	1	5	6	0							11
Pick Locks	4	IN/RE/AG	-25/5/2/1/0,5	10	50	13	0						35	98
Pick Pockets	0	AG/IN	-25/5/2/1/0,5		-25	15	0							-10
Set Traps	0	RE/AG	-25/5/2/1/0,5	1	5	18	0							23
Stalk/Hide	6	AG/SD	-25/5/2/1/0,5	3	15	13	0		20				15	63
Trap Building	1/5	RE/EM	-25/5/2/1/0,5	1	5	23	0							28
Trickery	0	PR/QU	-25/5/2/1/0,5		-25	24	0							-1
		AG	-25/5/2/1/0,5		-25	25	0							0
		AG	-25/5/2/1/0,5		-25	25	0							0

Skill	Costs	Stats	Progress.	#R	RB	SB	LB	TB	FB	MM	RA	IB	IB	Total
<b>Combat</b>	-	-	-	-	-	-	3	-	-	-	-	-	-	-
Brawling	0	RE/IN	-25/5/2/1/0,5	0	-25	8	61							44
Martial Arts – Striking #1	9	ST/ST/AG	-25/5/2/1/0,5		-25	16	61							52
Martial Arts – Striking #2	9	ST/ST/AG	-25/5/2/1/0,5	0	-25	16	61							52
Martial Arts – Striking #3	9	ST/ST/AG	-25/5/2/1/0,5	0	-25	16	61							52
Martial Arts – Striking #4	9	ST/ST/AG	-25/5/2/1/0,5	0	-25	16	61							52
Martial Arts – Sweeps #1	9	AG/AG/ST	-25/5/2/1/0,5		-25	20	61							56
Martial Arts – Sweeps #2	9	AG/AG/ST	-25/5/2/1/0,5	0	-25	20	61							56
Martial Arts – Sweeps #3	9	AG/AG/ST	-25/5/2/1/0,5	0	-25	20	61							56
Martial Arts – Sweeps #4	9	AG/AG/ST	-25/5/2/1/0,5	0	-25	20	61							56
Reverse Stroke	0	AG/RE	-25/5/2/1/0,5		-25	18	61							54
Stunned Maneuvering	4	SD	-25/5/2/1/0,5	10	50	1	61							112
Subduing	0	AG/QU	-25/5/2/1/0,5		-25	33	61							69
Tumbling Attack	0	AG/ST	-25/5/2/1/0,5		-25	18	61							54
Tumbling Evasion	0	AG/QU	-25/5/2/1/0,5		-25	33	61							69
Two Weapon Combo	0	ST	-25/5/2/1/0,5		-25	11	61							47
Broadsword	9	ST/ST/AG	-25/5/2/1/0,5	21	71	16	61						25	173
Weapon Category #1 Weapon #2	9	ST/ST/AG	-25/5/2/1/0,5		-25	16	61							52
Weapon Category #1 Weapon #3	9	ST/ST/AG	-25/5/2/1/0,5		-25	16	61							52
Composite Bow	20	AG/AG/ST	-25/5/2/1/0,5	2	10	20	61						25	116
Weapon Category #2 Weapon #2	20	AG/AG/ST	-25/5/2/1/0,5		-25	20	61							56
Weapon Category #3 Weapon #1	20	ST/ST/AG	-25/5/2/1/0,5		-25	16	61							52
Weapon Category #3 Weapon #2	20	ST/ST/AG	-25/5/2/1/0,5		-25	16	61							52
Weapon Category #4 Weapon #1	20	AG/AG/ST	-25/5/2/1/0,5		-25	20	61							56
Weapon Category #4 Weapon #2	20	AG/AG/ST	-25/5/2/1/0,5		-25	20	61							56
Weapon Category #5 Weapon #1	20	ST/ST/AG	-25/5/2/1/0,5		-25	16	61							52
Weapon Category #5 Weapon #2	20	ST/ST/AG	-25/5/2/1/0,5		-25	16	61							52
Weapon Category #6 Weapon #1	20	ST/ST/AG	-25/5/2/1/0,5		-25	16	61							52
Weapon Category #6 Weapon #2	20	ST/ST/AG	-25/5/2/1/0,5		-25	16	61							52
		AG	-25/5/2/1/0,5		-25	25	61							61
		AG	-25/5/2/1/0,5		-25	25	61							61
		AG	-25/5/2/1/0,5		-25	25	61							61
		AG	-25/5/2/1/0,5		-25	25	61							61
<b>Spell Lists</b>	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Enchanting Ways	1/*	-	-	20	0	0	0							20
Essence Imbedding	1/*	-	-	20	0	0	0							20
Ment.-Chan. Imbedding	1/*	-	-	20	0	0	0							20
Organic Skills	1/*	-	-	20	0	0	0							20
Liquid Gas Skills	1/*	-	-	20	0	0	0							20
Inorganic Skills	1/*	-	-	20	0	0	0							20
Gate Mastery	1/*	-	-	10	0	0	0							10
Spirit Mastery	1/*	-	-	20	0	0	0							20
Rapid Ways	1/*	-	-	20	0	0	0							20
Lofty Bridge	1/*	-	-	10	0	0	0							10
Invisible Ways	1/*	-	-	10	0	0	0							10
Shield Mastery	1/*	-	-	20	0	0	0							20
Rune Mastery	1/*	-	-	10	0	0	0							10
Spell Enhancement	1/*	-	-	10	0	0	0							10
Lesser Illusions	1/*	-	-	10	0	0	0							10
Physical Enhancement	1/*	-	-		0	0	0							0
Detecting Ways	1/*	-	-	10	0	0	0							10
Elemental Shields	1/*	-	-	20	0	0	0							20
Essence Hand	1/*	-	-	10	0	0	0							10
Essence's Perceptions	1/*	-	-		0	0	0							0
		-	-		0	0	0							0
		-	-		0	0	0							0

**Specials**

Orc Bow: Laen, High Intelligent, Orc & Troll Slaying, Warning Composite Bow with Daily VI Unstun I, Daily V Sleep VII, Daily V Light 10'R

Undead Blade: Laen, High Intelligent, Undead Slaying, Vibrating, Unbalancing, Returning, Defending, 'Good' (+85 Will Contest) Broadsword

Hammer of Quickforging: Allows to imbed alchemist spells at \*7 speed with no spell failure

**Killed**

Gargoyle		Troll				
Gark	2					
Stone Golem						
Black Elf						
Dwarf						
Lion						
Man	2					
Tiger						
Giant	2					
Gremlin	2					
Orc	2					
Wolf	2					
Half Elf						
Bear						
Maazhat						

**Training Packages**

Equipment	Weight	Weight
Orc Bow	2,5	
Undead Blade	5	
Laen Wall Shield (10% weight)	4	
+15 DB Clothes	Wear	
[Hammer of Quickforging]	[4]	
+30 Lock Pick Kit	0,5	
Backpack	2	
Weapons Belt	Wear	
Scabbard	1	
Ring of 'Sustain Self'	0	
+15 Staff of Lightning Bolts	5	
*5 Multiplier Amulet	0	
+15 Ring of Lightning Bolts	0	
Kräuterpack 3		
Greater Warhorse		
2 Saddle Bags		
Total weight (lbs)		20