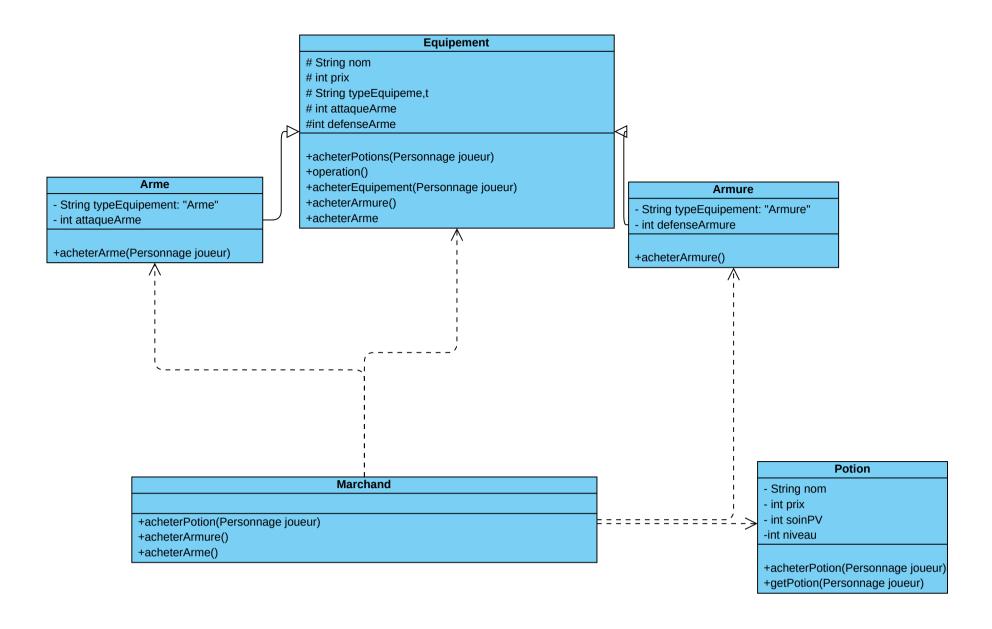


- double esquive +getStat() +save() +gainNiveau()



Visual Paradigm Onlisting nombonstre
-int PVmonstre
-int attaque
-int defense
-int niveau
-int XP
-int esquive
-int vitesse
-attribute