Equipement

+ ~Equipement()
+ getNom()
+ getBforce()
and 9 more...

Torse

+ ~Torse()
+ getNom()
+ getBforce()
and 9 more...

TorseVie

- nom_
- armure_
- bchance_
and 2 more...

+ TorseVie()
+ getNom()
+ getBforce()
and 8 more...