| Arme | |
|---|--|
| # nom_ # degat_ # bchance_ and 2 more | |
| + Arme() + ~Arme() + getNom() and 4 more | |
| | |
| Dague | |
| | |
| + Dague() + ~Dague() | |
| | |
| DagueForce | |
| | |
| + DagueForce() + ~DagueForce() | |