Equipement
+ ~Equipement()
+ getNom() + getBforce()
and 9 more
Λ
Jambe
+ ~Jambe()
+ getNom()
+ getBforce()
and 9 more
T T
JambeForce
- nom_
- armure_
- bchance_
and 2 more
+ JambeForce()
+ getNom()
+ getBforce()
and 8 more