Equipement	
# nom_ # armure_ # bchance_ and 2 more	
+ Equipement() + ~Equipement() + getNom() and 5 more	
	
Torse	
+ Torse() + ~Torse() + type()	
<u>—</u>	
TorseVie	
+ TorseVie() + ~TorseVie()	