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