



# DOFUS : PORTRAIT GALLERY



WRITTEN COMPREHENSION



## 1. Read the following portraits of some Dofus' characters or classes



**Sadidas** are **summoners\***. They specialise in creating insidious poisons. They make horrifying weapons and craft war dolls. They are sylvan sorcerers.

\*invocateurs



**Ecaflips** are **warrior gamblers**. They can win big or lose everything... True Ecaflips never stop gambling, and they always go all in.

But watch out: they take the game very seriously and they gamble their lives on the roll of a die just to win a fight...



**Osamodas** are born **summoners!** They summon animals to fight by their side, they are excellent tasters. Rumour has it they make their clothes from the skin of their enemies. If you're on the same team as an Osamodas, they'll support you all the way... If you're on the other team, you might just end up a pair of boots or a fury hat.



**Eniripsas** are **healers\***. They ease pain with a single word. They normally use their powers to heal their allies, but their enemies had better not get on the wrong side of their sharp tongues...

Some Eniripsas even become word hunters, wandering the earth in search of obscure verbs and forgotten languages

\*guérisseurs



**Xelors** are **timelords\*** they command all time-related machines, such as chimes, clocks, and pendulums.

They slow down their enemies, they teleport wherever they want.

\*maîtres du temps



**Iops** are **dauntless warriors** beyond reproach. They know how to use their weapons, that's for sure! Iops need to get caught up in a fight at least once a day just to feel alive.

## 2. Read and find information. Associate the classes to their powers

- |             |   |
|-------------|---|
| XELORS .    | • They summon animals to fight by their side.                         |
| ENIRIPSA .  | • They slow down their enemies, they teleport.                        |
| IOPS .      | • They ease pain.   |
| ECAFLEIPS . | • They know how to use their weapons.                                 |
| OSAMODAS .  | • They make horrifying weapons and craft war dolls.                   |
| SADIDAS .   | • They gamble their lives on the roll of a die just to win a fight... |

## 3. Vocabulary: find translations in the text. Retrouve les traductions, aide-toi des textes.

The roll of a dice	Dauntless warriors	craft	A tamer
War dolls	Word hunters	Slow down an enemy	

**DES CHASSEURS DE MOTS =**

**FABRIQUER =**

**LE LANCER D'UN DÉ =**

**UN DRESSEUR =**

**DES GUERRIERS DÉTERMINÉS =**

**RALENTIR UN ENNEMI**

**DES POUPEES GUERRIERES =**

**4. What are these texts about?** De quoi parlent ces textes? Choisis la/les bonne (s) réponse(s)

ILS DÉCRIVENT CE QUE FONT LES PERSONNAGES EN CE MOMENT.

ILS DÉCRIVENT CE QUE SONT LES CHARACTÉRISTIQUES DES PERSONNAGES.

ILS DONNENT DES INFORMATIONS GÉNÉRALES SUR LES DIFFÉRENTES CLASSES DE PERSONNAGES.

ILS DÉFINISSENT LES POUVOIRS DES PERSONNAGES.

### **5. Conjugaison. Lis les phrases ci-dessous.**

They **specialise** in creating insidious poisons. They **make** horrifying weapons and **craft** war dolls. They **are** sylvan sorcerers.

## Choisis les bonnes réponses



PHRASES AFFIRMATIVES	PHRASES NÉGATIVES
They specialise in creating insidious poisons.	
They make horrifying weapons.	
They craft war dolls.	
They are sylvan sorcerers.	

## 6. Write ! Imagine the description of the given character.

Imagine les caractéristiques du personnage. Utilise les détails donnés et imagine les réponses aux questions.



**Class :** ENUTROF

**Weapons :** coins (= des pièces), shovels (= des pelles), dice

**Element :** water and luck

**Characteristics :** very old little men or ladies with backpacks.

**Tastes:** treasure money and things

**Powers:** a little healing

**What weapons do they use ?**

They ....

**What elements do they rely on ?**

They ....

**How do they help their friends?**

They ....

Maintenant, à l'aide des réponses que tu as apportées ci-dessus, rédige un petit texte de présentation de cette classe de personnage.

**TIP 1: LIS LE NOM DE LA CLASSE DU PERSONNAGE À L'ENVERS**

**TIP 2: UTILISE LE VOCABULAIRE TROUVÉ AU N°3**

**TIP 3: INVENTE CE QUE TU VEUX !**