

## Produire du ble



L\_Repeat

→ A\_SmellAndMove



L\_ComparePhero

→ A\_AddObjectXCogniton

→ A\_ChangeCognitonWeight



L\_RandomPercent

→ A\_ChangeCognitonWeight

→ A\_DoNothing



L\_OwnItem

→ A\_DropItem

→ A\_DoNothing