

Agent

Fighting- If attacked an Agent will use all available Stamina to defend themselves. An Agent will only Take a Swing at an enemy which has a phial of oil. The Agent's preferred Attacks are: 4, 5, 2, 6, 3, 1. If the Agent uses a 4 Attack in addition to the enemy falling prone the Agent acquires the phial of oil.

Doors- If an Agent encounters a door it will try to open it to pass through. It will not close the door after passing through. If it encounters a locked door the Agent will try to beat it down.

