

SAMMY "THE CROW" KORK

SKILLS: HUMAN RELATIONS,

ORGANIZATION, BUSINESS CONNECTIONS,

DUNGEON MASTER

ROLE: AGENT HANDLER

DOB: 7/17/2002

ORIGIN: AMERICA

WEAKNESSES: BAD

COFFEE, HATES

NON-PROFITS, SCARED

OF BATS

BIO: NOT MUCH IS KNOWN ABOUT WHERE EXACTLY SAMMY COMES FROM. ALL WE KNOW IS THAT HE WAS THE DUNGEON MASTER OF EMBER, AND STARTED DM-ING FOR HER AND A GROUP OF FADE AGENTS. THEY SEEMINGLY LIKED HIM SO MUCH THAT THEY MADE HIM AN IN-HOUSE DUNGEON MASTER, AND FROM THERE HE WENT UP THE RANKS TO AGENT HANDLER