

Paana Lootera

Paana Lootera is a [player character](#) played by [Doshii Jun](#).

Paana Lootera	
Species & Gender:	Iromakuanhe Eyr Ranr male
Age:	AR 16 / 21 YE
Height:	5'6", 168 cm
Weight:	155 pounds / 70 kg
Organization:	None
Occupation:	Airship mechanic, general technician
Rank:	N/A
Current Placement:	HAS Reva Maya

Physical Description

Paana is a slender figure, toned and trim from working machines, running from one emergency to the next, meditational martial artistry and other physical exertions. His skin is paler, like someone who does not often see sunlight - which is true, as he often covers himself when working outdoors.

His face appears to have a shadow even in bright sunlight, despite his shaving each day. Were he to grow it out, it would be a dark red. He also keeps the hair on his head tightly trimmed as hair can tangle in machines rather easily. To him, it is better to not have it, not be noticed. Were he to grow it out, as he is, it would come in a dark, stouty brown." His horns are the usual orange-brown, standing not too high, not too squat.

His eyebrows are a lighter shade of red, like they've had the sun touch them time and again. His pine-green eyes have a faint sparkle to them, like he's left too much behind and, at the same time, carried too much with him. They're as bright as one would expect for his age, though in sunlight they often are obscured by sunglasses, a hood or a maintenance mask.

He is quick to smile or grin or laugh. His teeth are intact and well-maintained.

Personality

Paana is distant. Polite, even cordial when prompted or in public situations, but he is not an engaging speaker, as he is neither gregarious nor witty. He is used to the inanimate - machines, tools, datarods, Irocoms, books. People don't often function as they should, Paana has reasoned in his youthful way, so he tries not to interfere with already maligned lives.

"Shallow" is a common descriptor, but most often not pejoratively stated. It is more a curiosity, a way of putting a label on a strange young man.

However, Paana is a diligent worker. Where an Eyr Ranr obtained such work ethic is its own mystery. He is difficult to remove from a task once he starts it. Followthrough is part of who he is. He also waxes philosophical to himself sometimes about life and its myriad injustices; he rationalizes this by saying he reads things.

He is not particularly religious, but also is not a stranger to the Saints' teachings or base shrines. He sees value and finds solace in the Vigil.

Paana is not without vice. He likes females who are slightly older, at least older than him. He hasn't approached one because he's aware of himself, his life and its necessities, and he knows a female doesn't fit. Or wouldn't want to. So he's happy to look and ponder over an occasional [brandy](#).

History

Paana was born aboard a large airship under a different name, the offspring of two Eyr Ranr who tried to get along, tried to do right by their child and their community ... and failed. In a home best described as "fractured, but not broken," Paana engaged with what he could as his parents haphazardly attended to his needs. Being of a certain persuasion when it came to symbiotics, Paana's parents did not acquire many for him – basic [Coralians](#) that he coveted.

He attended a school remotely and blossomed into a reader, but had little enthusiasm for the rest of school. Instead, he worked around the airship. He would bring the technicians tools, food, contact data of potential romantic interests – whatever he could do to be allowed to help fix the airship and its many smaller craft and systems.

His parents' reputation followed him, as did their illicit activities. They were into [Smuggling](#), sex and assault, even if they weren't big players on the scene. Paana watched as his parents sometimes brought home things he knew they did not afford through work ... and offered him none of it.

Paana wanted something too. Something that could make him so useful to the technicians. So he found something – a shimmering old biospanner that belonged to one of the old techs. Paana took it with plans to make something spectacular for its owner, proving his worth to them. It had to be a surprise.

Paana was caught. Because of his age, his parents still retained responsibility for him. They chose to leave the airship instead, without Paana. The captain, an unforgiving soul by station, gave Paana a choice. "Give up your name for one that bears your crime, and put your skills to use under someone of my choosing for a period of five years."

Paana agreed. His old name removed, he was "Paana Lootera," or wrench thief. For five years, he lived his ambition of being an airship technician, but was put on only menial tasks. He learned much from reading. He strived to do good even in the smallest task, for he knew he would have to if he was ever to regain his name.

After five years, the captain removed him from the airship at a large port. His records retained his criminal name. He had resources enough to live for a couple weeks on the street. The bustling port had no desire to help a convict.

A criminal boss of some repute found him. The chance meeting led to an offer even the Saints would have told Paana to take - "shelter, food and a chance to work so long as you do as I say." Paana became part of the "family". He was given real tools, offered real jobs and he asked few questions. He only saw blood a few times in his first year.

By his second, the "family" moved to a better spot - a cruise ship. Opportunity abounded, and Paana uncomfortably joined the crew under legal enough auspices. It was a chance for him to find real, legitimate work and maybe, just maybe, live on his own.

Skills Learned

Paana Lootera has the following notable skills:

Maintenance and Repair

Paana has an understanding of the technologies employed by Iromakuanhe society and is well versed in the techniques behind their repairs. He understands the separate methods behind doing those repairs on both organoid and conventional technologies. He can spot certain obvious weaknesses on most craft, and find some others with a proper blueprint and time to study it.

Engineering

Paana can devise new ways of implementing old technologies to suit immediate needs. He can also retrofit older equipment with newer or more appropriate hardware should the situation demand it.

Fitness

Paana makes a point of being fit. Being an engineer, he takes such an approach to his body, working certain muscles and through purposeful forms. He's adept at several organized forms of exercise, but also does a lot of running, body weight movements and meditative stretching.

Communications

Paana is used to and adept at using all forms of communication found in the Commonwealth. He speaks fluent Eyr'Saalsari and [Saalsari](#), like most [Iromakuanhe](#).

Vehicles

Having been around different Iromakuanhe vehicles for a great portion of his life, he knows how to

operate a number of them via entry port systems and can find a way to tool them up to tip top shape. He is a serviceable pilot of many of them.

Social Connections

Paana Lootera is connected to:

- **Paqid Edra**, criminal leader.
- **Shantanu Xun**, captain, HAS *Reva Maya*.

Inventory & Finance

Paana Lootera has the following items:

- [Solanii Datarod](#)
- Muted earthtoned tank tops x 5
- Form-fitting leather workchaps
- Working pants
- Tan and black slacks for special occasions
- Silk underwear (Bought for him by Paqid Edra)
- A pair of collared shirts used for special occasions; one is a green similar to his eyes, the other a muted crimson
- Several books on philosophy, poetry and history
- Belts of cloth and leather with pouches for fasteners, stays, studs and other construction bits organic and inorganic
- A fitted, dull grey heavy cloth jacket for maintenance work

Symbiotes

Paana has three symbiotes that are a part of his person.

- **A living bioweapon** integrated into his left wrist, in the form of a [coralian](#) ectosymbiote. It includes an organic spring that activates when the adrenaline levels of the body increase at the base of the wrist. The mechanism then is released and out springs the microfauna's bladed weapon. It is one that looks like a bayonet, though it is more spiked than edged.
- **A second Coralian** below his right wrist, activated when he touches his pinky finger to his thumb. It activates a bony spanner that is good for the most common fasteners found on the airship.
- **A Homunculus type** that augments his lungs. It allows him to work in hot or hazy environments without a breathing mask, though he often carries one just in case.

Paana Lootera currently has 500 KD.

OOO Information

In the case Doshii Jun becomes inactive:

- Can this character be used as an NPC by a GM or FM? YES
- Can this character be [adopted](#) after I've been gone for a year? YES

Character Data	
Character Name	Paana Lootera
Character Owner	Doshii Jun
Character Status	Inactive Player Character

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