

Name: Pran Makubar

Gender: Male

Age: 42

Height/Build: 5ft 8in; wiry frame

Ethnicity: Indian (Punjab descent)

Complexion/Skin colour: [Terracotta](#)

Hair/Hairstyle: Black, runs to middle of back, usually wearing a [pagri](#)

Eye Colour: Light blue

Real life or Fictional inspiration: N/A

Appearance

Pran wears a [mundu](#) with Packdon's company colours on it (Black and blue with a grey circle representing the founding moon Packdon's HQ resides on) and a tucked in, button-up shirt with closed work shoes. He has a small enamel pin on his shirt from his son in the shape of a classic space ship but hides it under his collar for work calls and other professional outings.

Pran is well-kept, having to keep his moustache and beard a certain length to comply with Packdon hygiene and appearance standards. Most believe he would blend in better with the archivists than the engineers, especially with the reading glasses he wears for intricate engine systems. Pran is a friendly man and is on good terms with most people in the engineering sector of Packdon. When speaking to those above him, he is soft-spoken and does not question orders.

His passion can get the better of him when looking into dying planets and their history. He conducts meetings with an unfounded confidence and this confidence grows with his frustrations of being stuck in orbit at the in-game planet the main game takes place in.

Personality

Pran is softly-spoken and tends to listen before speaking his mind. He values the preservation and uncovering of history and views the planets lost to time as a wondrous discovery. Pran cares deeply for his family, putting their well-being over his own.

Governing Trait: Cautious

Conflicting Trait: Self-sacrificing

Secondary Traits: Meticulous, kind-hearted

Breaking Point

Pran loves his family and the threat of them being taken away from him because he didn't try hard enough to protect them would break him. He is willing to throw his life on the line for those

he loves and won't let his soft-spokenness negatively impact them. He'll speak up and fight for them, even at the cost of his own well-being.

Extroverted or Introverted: Introverted due to his inquisitive and independent nature. Enjoys conversing with others about his findings and opens up with his loved ones only.

Strongest Dream: To discover a planet right before its Nullstar implodes. It's too hard to figure out the meaning of a planet's megastructure once the Nullstar implodes.

Strongest Fear: Losing his family.

What makes him Laugh: His son's drawings.

What makes him Cry: His research coming up empty-handed. A lot of time goes into these reports.

Dark Secret: He lied on his application into Packdon and fears of the repercussions.

Religious/Spiritual Beliefs: Sikh and has practiced it since he was a child alongside his growing family. Does not get to practice it as openly due to the inherent racism of Packdon and had to fight just to wear the clothing he wears.

Attitude toward Government: Believes it to be ignorant and uncaring to the countless worlds out there. Hates the close-mindedness of those in power.

Attitude toward Law: Wishes the laws were stronger. Believes the regulations on scavenging to be abhorrent.

Attitude toward Cultural Norms: Finds the world to be progressive in some instances for his son but big corporations get away with falseness too often.

Affiliation: Packdon Industries

Education: Master in Robotics and Engineering with a Minor in Literature

Economic Class: Middle to lower class

Current Job/Career: Scavenger Pilot (was an Engineer)

Love Life: Married to Gina for 15 years.

Family: His son, Aarav, is 17 years old with a recent passion for drawing. Gina and Aarav live on the planet Kalak alongside their grandparents and cousins.

History

Pran saw his first dying planet at the age of 15. Merika V was one of the first documented planets close to Nullstar criticality Nullstar in history. To Pran, it looked like the planet was punctured by a large fist across its spherical structure. The planet had been dead for centuries, already picked clean of its energy and resources by corporations and scavengers alike.

Pran and his schoolmates were forced into tiny radiation suits, the head piece made him anxious but he pushed through, not wanting to look weak in front of his peers. His history teacher droned on about Merika V's usage as a weapons facility that created the gatling guns and turrets found on old ships.

Pran was entranced by Merika V for days after, drawing the dead planet in the margins of his tablet's digital sheets and simulating floating around the planet in his virtual reality headset at home. Unlike the students who did their projects on booming planets like Tena Prime and Urthu II, Pran spoke of Merika V and other now-decaying planets. He wanted to learn more. He wanted to know everything about these planets.

He went to university to study engineering, with a minor in literature. While the pay was suboptimal, Pran jumped at the chance to work at Packdon Industries as a junior engineer. From there, he rose in the ranks to become a senior engineer and scientist, working on some of the more experimental scavenging drones. He met Gina, his wife of 15 years now, at one of Packdon's mixer events. She was a revered scientist and was charmed by Pran's quiet nature. Once married, the two had a child named Aavar.

Years later, Gina came down with a sickness attacking her nervous system. When Packdon refuses to cover her medical bills due to Pran's engineering role, he doesn't think twice about becoming a scavenger pilot for Packdon and travelling to Guma VII. Now, at Guma VII, Pran is forced to collect Nullstar fragments to pay for his wife's treatment while becoming a victim of Nullfever, a deadly sickness that comes from being in close proximity to a collapsed planet and the fragments themselves.

Upon collecting enough fragments to pay for his wife's medical bills, Pran requests a return to Kalak but is denied by Packdon. They force him to work until he dies as they don't want to waste his training. His first and last rebellious act is to drop the remaining Nullstar fragments he had on his ship back to the planet (the player has been picking these up the whole time).

Character Development

Pran starts off as a no-name member of Packdon, seemingly here on the planet scavenging just like the player is. However, Pran's behaviour becomes more desperate as his health worsens and his isolation gets the better of him. Eventually, he even rebels against Packdon just as he dies, knowing his family is going to be okay with the money he's secured for them.