Nanomancer

The Nanomancer is a class that utilizes nanotechnology to augment their own abilities and control the surrounding environment. By manipulating the microscopic machines that make up the world, the Nanomancer can create powerful weapons, shields, and even entire structures.

Creating a Nanomancer

To create a Nanomancer, you should choose a race and background that fits your character's backstory and personality. You should also choose a subclass that defines your character's focus within the Nanomancer class.

Class Features

As a Nanomancer, you gain the following class features:

Hit Points: As a d8 hit die class, you start with 8 + your Constitution modifier hit points.

Proficiencies: You are proficient in light and medium armor, simple weapons, and the Technology skill.

Nanomancy: You are a spellcaster, and you cast spells using the Nanomancer spellcasting table. You can prepare a number of spells equal to your Intelligence modifier + your Nanomancer level, and you can cast a number of spells equal to your Intelligence modifier per day. You can choose spells that manipulate nanotechnology, such as creating weapons or shields out of nanobots.

Nanomanipulation: You can manipulate nanotechnology to create powerful weapons, shields, and even entire structures. By spending a spell slot, you can create a weapon that deals extra damage or a shield that provides extra protection. You can also use nanobots to repair damaged machinery or create useful gadgets on the fly.

Ability Score Improvement: At 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1.

Nano-Enhanced Body: At 6th level, you gain the ability to enhance your own body with nanotechnology. You can gain temporary hit points, increase your movement speed, or even gain the ability to fly for short periods of time.

Nano-Regeneration: At 10th level, you gain the ability to rapidly heal yourself by manipulating nanobots within your own body. You can spend a spell slot to heal a significant amount of damage and remove any negative conditions affecting you.

Nano-Structure: At 14th level, you gain the ability to create a massive structure out of nanobots. This structure can be used to protect allies, block off areas, or even serve as a base of operations.

Nano-Swarm: At 18th level, you gain the ability to summon a swarm of nanobots to do your bidding. This swarm can be used to attack enemies, create complex machines, or even infiltrate enemy bases undetected.

Conclusion

The Nanomancer is a versatile class that can create powerful weapons, shields, and structures by manipulating nanotechnology. With their ability to enhance their own body, regenerate quickly, and even summon a swarm of nanobots, the Nanomancer is a valuable asset in any sci-fi setting. Whether you want to create a powerful weapon to take down an enemy or create a massive structure to protect your allies, the Nanomancer has something for everyone.