

# GADGET GUIDE: NANOTECH

The visions of early science fiction and comics revolved around “big iron”—technology that was larger, more impressive, and more powerful. More recent technology and fiction have focused on the power of technology that is smaller—a *lot* smaller. Nanotech puts control over the basic building blocks of matter into the user’s hands, able to create—or destroy—on a scale that is anything but small.

## DESCRIPTORS

*Nanotechnology*, or just *nanotech* for short, is the manipulation of matter on the molecular and atomic scale, and also the technology capable of doing so. Individual pieces of nanotechnology—microscopic robot—are often referred to as *nanites*, although *nano* is also used to refer to the components and the technology as a whole.

*Monofilament* is a strand of nano-scale material, making it capable of cutting through virtually anything by passing between its molecules. Functional monofilament is assumed to be strong enough to withstand use, although it does not need to support a great deal of weight (since it slices through anything it touches).

*Smart Matter* uses nanotechnology to create objects capable of changing according to their environment. A smart matter building, for example, might not have regular doors or windows, but would “grow” them as needed, possibly fast enough to anticipate the needs of a person walking towards an otherwise solid wall. *Programmable matter* is similar, except it only changes based on programmed instructions rather than reacting or adapting to changing conditions. Adaptable superhero costumes may be smart matter—like the “morphic molecules” from the *Freedom City* setting.

Nanotechnology is true super-science. It can only be considered equipment in a setting with *extremely* advanced technology. In most M&M settings, it functions as a descriptor for various powers, much like any other descriptor. Some of the uses for nanotechnology described in the following sections are more properly associated with its widespread use, but can be found as power effects in headquarters, for example, and the GM may wish to consider some of them as Features for headquarters, vehicles, or similar resources.

Given nanotechnology’s uses in shaping (and reshaping) materials, you may find the powers and information in **Power Profile: Element Powers** and **Power Profile: Morphing Powers** useful, particularly the guidelines on the Create and Transform effects. Nanotech effects may have the Slow flaw from the Variable effect in the *Hero’s*



*Handbook*, taking minutes or hours rather than occurring instantly.

## NANOTECH INVENTION

Some of the more “industrial” uses of nanotech, particularly in the areas of fabrication, are better suited to the work of inventors, as detailed in **Chapter 7** of the *Hero’s Handbook*, unless nanotech is actually a commonplace technology in the setting.

This works like any other use of Inventing: the inventor makes a design check, followed by a construction check to actually produce the invention, creating something good for a particular use. Since nanotech often requires extremely specific programming and design, this makes it well suited to the inventing process.

**Example:** *Daedalus, called in to help repair a badly damaged Kid Robot, feels that a nanotech bath is the way to go. Ordinarily, the Kid’s damage would be beyond conventional technology, but nanites can effect repairs on the molecular level. Daedalus’ player suggests a minimal (rank 1) Regeneration effect, with Affects Only Objects and Persistent, costing 2 power points total. The DC 12 Technology checks are routine for someone of Daedalus’ skill so, with ten hours’ work, Daedalus has the repair bath ready to go and flips the switch with a hopeful group of Sentinels standing by.*

Failed design or construction checks involving nanotech can lead to all kinds of complications. See the **Rogue Nanotech** sidebar for a worst-case scenario.

## NANOFABRICATION

The primary purpose of nanotechnology is in manufacturing, building things from the “bottom up”. Nanofabrication can take a number of different forms.

## NANOFABRICATORS

A nanofabricator consists of a holding tank with feeds for raw materials (usually in liquid suspension) and nano assemblers. The assemblers are programmed with a construction pattern via a control interface, then set to work, taking the raw materials and assembling them so the desired item essentially “grows” inside the tank until it is completed.

In M&M game terms, a nanofabricator is a Permanent, Innate, Subtle, Create effect (using “transmuted bulk

matter” as the effect descriptor), possibly with the Limit that the process is relatively slow, requiring minutes rather than a few seconds (a standard action). The fabricated objects are real for all intents and purposes, although they have no visible seams, welds, or other signs of being manufactured unless the fabricator is programmed to duplicate such things in order to make its goods appear more “mundane” or “low-tech”.

Since a nanofabricator can potentially make anything, provided it has the right program and the necessary materials, Gamemasters may want its owner to have ranks of Benefit (Wealth) to reflect access to such a wide range of goods, including manufacturing diamonds out of base carbon, for example.

**Nanofabricator:** Create Objects (Innate, Permanent, Subtle)  
• 2 points + 2 points per rank

## REPAIR NANO

In addition to making things, nanotechnology can more effectively repair them, mending cracks, breaks, and other damage seamlessly, such that the item is as good as new. This is a basic Transform effect (costing 2 points per rank) and is Continuous, since the repair is permanent, requiring no maintenance from the nanotech once it is complete. Of course, nanotech with broader Transform capabilities can still do repairs, particularly at 5 points per rank, where it can transform any material into any other kind of material.

**Repair Nano:** Continuous Transform • 3 points per rank.

## SCAVENGER NANO

Uniting the qualities of fabricators and repair nanotech, scavenger nano breaks down available materials in order to construct new items according to its instructions. Amongst other things, it is an effective means of “smuggling”—the scavenger nano can take a collection of scrap metals and plastics, for example, and turn them into equipment for a thief, commando, or assassin. The original materials are consumed in the process of producing the new items.

Scavenger nano can be an explanation for on-hand equipment (**Chapter 7** of the *Hero's Handbook*): it's easy to justify having an item if you can make things virtually at will!

Sophisticated scavenger nano may even be able to use living creatures for raw materials (see **Disassemblers** and **Transforming Nano** under **Nano Weapons**).

**Scavenger Nano:** Continuous Transform (raw materials into finished goods) • 5 points per rank.

## LIVING MATERIALS

A step up from nano repair, items may be built with active nanites still in them, allowing them to repair themselves

when damaged, consuming outside materials or resources as needed to do so (as well as gathering back their own damaged or broken parts). So long as their nanites continue to function, living materials will essentially last forever, as new as the day they were manufactured.

For complex items like vehicles and headquarters, Gamemasters may wish to treat this self-repair capability just like the Regeneration effect but, for most items, being made of living material is essentially just a Feature rank that says the item cannot easily be destroyed and that it will recover from damage, given time.

**Living Materials:** Feature 1 (recovers from damage) for most items, Regeneration for constructs, headquarters, vehicles, and more complex items • 1 point or 1 point per rank.

## MIRACLE FOG

Miracle fog is made up of tremendous numbers of nanites, capable of aerostatic movement, such that they normally appear as a fine mist hanging or slowly moving through the air. On command, the nanites can interlink to form whatever solid shapes the user wishes, with a wide range of textures and density, from a chair to a cloak to a tool or weapon. They use local matter to replenish themselves as needed.

Miracle fog is one of the ultimate expressions of nanoassemblers: able to create virtually anything in an instant out of “nothing”. In extremely advanced cultures, miracle fog may, in fact, be the only material, since it is able to make or become anything else on command.

**Miracle Fog:** Create Items (Continuous, Movable, Precise, Subtle) • 2 points + 4 points per rank.

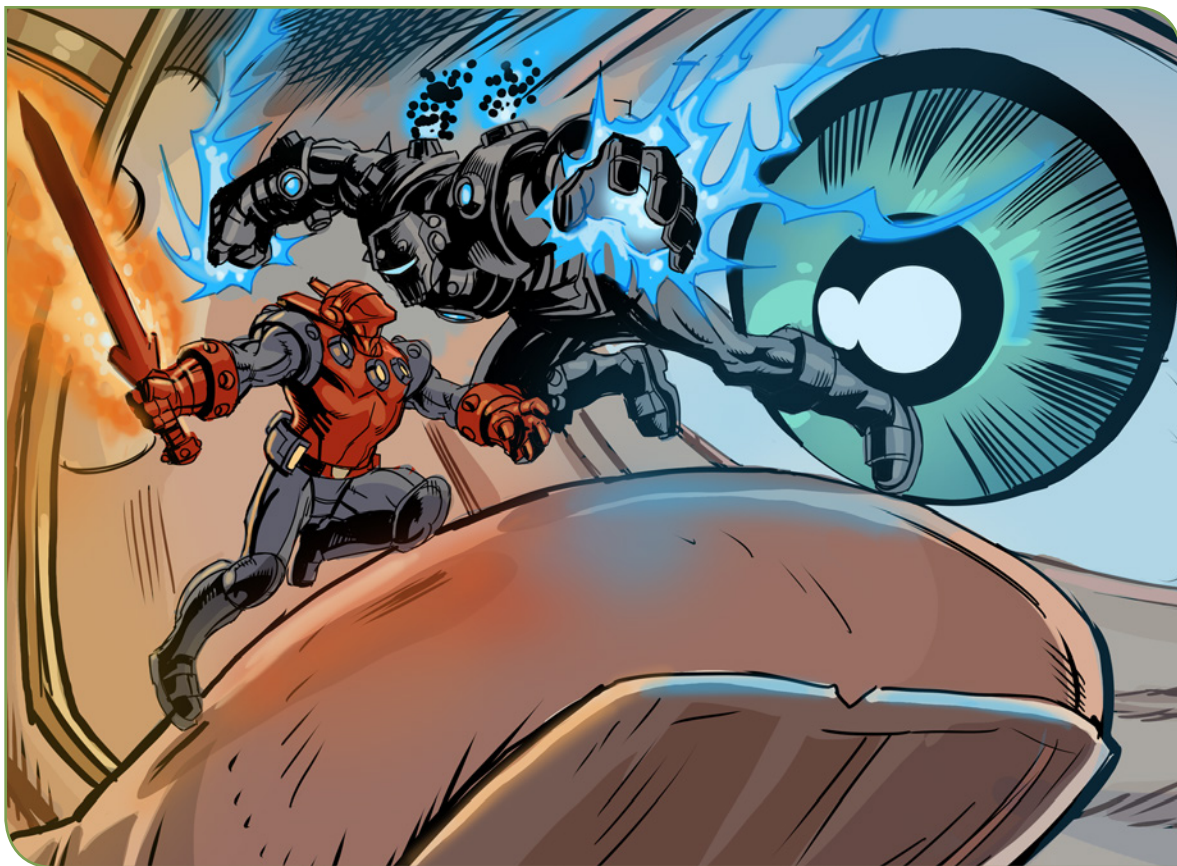
## PERSONAL NANO

Nanotechnology offers considerable options for either modifying human biology or providing extensions to it, “wearable” materials that integrate themselves so much that they are effectively a part of the user.

## NANOSUITS

A nanosuit is a mass of nanites able to flow over the surface of a wearer's body, functioning like a second skin. At a minimum, a nanosuit provides life support for the wearer and protects against attack. On command, it can retract into the form of a belt, collar, or the like, flowing back into a full body covering again when needed.

Nanosuits can be programmed with a wide range of other capabilities, any that other suits of armor or battlesuits might have. See **Gadget Guide: Armor** and **Power Profiles: Armor Powers** for additional ideas. Their metamorphic abilities may also give nanosuits considerable powers, such as Adaptive Immunity from **Power Profile: Meta-Powers** or some powers from the **Morphing Powers** profile (keeping in mind that it is the suit that morphs, not the wearer).



**Nanosuit:** Immunity 10 (life support), Protection, Activation (move action) • 9 points + 1 point per rank.

## GUARDIAN NANO

Nanites in your bloodstream enhance your immune system, protecting you against both biological pathogens and hostile nanites that might infiltrate your body. This is one of the most benign and passive forms of personal nano, and may be quite common in civilizations where the technology is routinely available.

For an added Feature rank, your guardian nano also reports to you when it performs its duties via a neural communication link, so you know when it stops an invader and what it was, which may alert you to otherwise undetectable environmental hazards or attacks.

**Guardian Nano:** Immunity 5 (immune-system effects) • 5 points + 1 point for optional reporting Feature.

## NANO REGENERATION

Repair nano (previously) in a living creature's system grants the ability to regenerate from damage at an accelerated rate. A creature may require additional sustenance after a bout of regeneration to replace biological supplies used up in the process, and may exhibit elevated body temperature or perspiration (like a mild fever) due to the waste heat it generates. These are just descriptors unless

they cause an actual complication in play (in which case award a hero point, as usual).

**Nano Regeneration:** Regeneration • 1 point per rank.

## NANO HEALING

You can inject or introduce repair nano into another creature's system, healing injuries and repairing damage. If the nano is programmed to work on both biological life forms and things like machines, apply the Affects Objects modifier. Nano Healing may have all the various extras of the Healing effect, up to and including Resurrection for nano able to revivify the recently deceased.

**Nano Healing:** Healing • 2 points per rank.

## NANO METAMORPHOSIS

Beyond repair, nanites can rebuild your body in an almost endless variety of different ways. At the most basic level, metamorphosis nano can serve as an origin descriptor for various body modifications: it can cause genetic changes that lead to various powers, or it can "grow" technological implants within the body without the need for surgery (see **Gadget Guide: Cybertech** for details on implants). This is just an origin descriptor; the actual powers the nanites engineer may be of a wide range, from biological and technological to psionic and more.



Symbiotic nanites can also allow a biological creature to change shape and appearance. This might be a simple Morph effect (with or without the Metamorph extra) or a more full-fledged form of shapeshifting. See **Power Profile: Morph Powers** for details on different metamorphic powers nanites might enable.

**Nano Metamorphosis:** Descriptor or suitable morphing power • *Cost per power description.*

## NANO BACKUP

Nanites create a comprehensive “map” of your body, including your brain and all of its biochemically encoded information (your memories) such that a nano assembler tank can recreate you in the event that you are killed, even if your body is completely destroyed. You are restored to the state of your last “backup,” which may be before the time of your death, if the backup system requires periodic visits or is otherwise not constant. This is generally just a part of the backup system’s Limit, although it can be considered a complication at times (leaving important gaps in your memory, for example). The default time to “activate” a backup is two weeks, additional ranks improve this to as little as a few seconds to assemble and awaken a new, duplicate body.

Nano backup systems typically have some programming safeguards in place to prevent the system from simply duplicating you while you are still alive, but theoretically the system can also create *copies* of the still-living you, which the GM may choose to treat as a Heroic Permanent Summon effect, although it is more likely to be a complication when it occurs unexpectedly during a story.

**Nano Backup:** Immortality, Limited to nano assembler site and backed-up information • *1 point per rank.*

## NANOBLOOD

You replace the ten or so pints of blood in your body with silvery liquid nanotech, each individual machine smaller than a blood cell. The nanoblood completely replaces the normal functioning of your biological blood and provides you with complete life support as well as the benefits of guardian nano and nano regeneration (previously).

Depending on its programming and sophistication, nanoblood may grant many other powers. It could flow outward, passing through your muscle and epidermis, to extrude a nanosuit around you. Extruded nanites can function like miracle fog (previously), forming into different items, or can grant you a version of the Mechamorph capability of a nanobot (following), limited to reshaping your exterior nanosuit with different technology. You may be able to extrude nano weapons or sensors as well (see the following section), making nanoblood into a descriptor for a whole range or array of nanotech powers.

**Nanoblood:** Immunity 15 (life support and immune-system effects), Protection, Regeneration • *15 points + 1 point per rank each of Protection and Regeneration.*

## NANOBOTS

A nanobot is a construct (*Hero’s Handbook*, **Chapter 7**) made up of a mass of nanites, giving it considerable control over its form and function by rearranging its structure. In its transitional state, a nanobot may resemble a silvery liquid like mercury or even a mist like miracle fog (previously).

With a standard action, a nanobot can shift its Variable points to any physical traits that suit its form. This may include some traditionally “mental” traits like Awareness, represented by improved sensors and the like, at the GM’s discretion. It can also acquire various physical power effects by creating the necessary hardware or shape. A nanobot able to reconfigure more quickly applies the Action extra to its Variable effect.

Nanobots typically have Nano Regeneration (previously) in addition to their other traits, making them self-repairing and difficult to disable for very long. See the Morph-bot archetype in **Gadget Guide: Robots** for a fully detailed nanobot.

**Nanobot:** Construct (Immunity 30 (Fortitude effects), No Stamina rank), Insubstantial 2 (gaseous), Nanomorph (Morph 4, Variable) • *50 points + 7 points per Variable rank.*

## NANO WEAPONS

With the ability to affect objects, including living creatures, on the most fundamental scale, there are numerous applications for nanotech as a powerful weapon.

## DELIVERY SYSTEMS

Nano weapons can use one of several different delivery systems, which affect the weapon’s range and the modifiers (if any) applied to its effects:

- **Contact:** The attacker must touch the target, indicating the nanites are emitted from the attacker’s body or outer layer of clothing, or a similar dispenser wielded like a close combat weapon. Ranged contact nano may be contained in capsules similar to paintball pellets, released on impact with a potential target.
- **Spray:** A sprayer disperses a mist containing the nanites in a Cone Area.
- **Stream:** A sprayer or nozzle projects a stream of nanites in a Line Area.
- **Cloud:** The nanites are released in a Cloud Area around a point of impact or attack. For grenade-like munitions the attack may be Ranged as well.

## MONOFILAMENT BLADE

A nano-scale wire is bonded to or built up on the edge of a blade, making it almost impossibly sharp.

**Monofilament Blade:** Penetrating Damage • *2 points per rank.*

## ROGUE NANOTECH

One of the nightmare scenarios of nanotechnology is the “grey goo”—self-replicating nanites capable of scavenging building materials from virtually anything, including the carbon and other essential elements found in living creatures. Unleashed in an environment, they would replicate out of control, consuming local matter to build more of themselves, which would continue to consume and replicate exponentially. Such rogue nanites could potentially consume an entire planet! The destructive potential of rogue nanotech makes it a useful doomsday weapon for a villain looking to blackmail or destroy the world. It can also be the unintended result of otherwise useful nanotech that mutates or develops flaws in its programming. A grey goo outbreak is a disaster worthy of a challenge sequence for a group of heroes looking to stop it. See the guidelines for challenges in **Chapter 5** of the *M&M Gamemaster's Guide*, keeping in mind that the technological nature of the disaster allows for a combined approach between more physical heroes trying to contain the damage and more intellectual ones looking for approaches to neutralize the rampaging nanotech.

## MONOFILAMENT WHIP

A monofilament whip (also known as a monowire whip or “monowhip” for short) is a length of nano-scale wire on a spool contained in a grip or handle with a small weight at the end of the wire to impart momentum and control. The wielder of a monowhip swings it through the air, the wire cutting into (and through) anything it touches.

A monowhip is an extremely dangerous weapon to wield, since a mishap can cut the wielder just as easily as anyone else. If all of the targets of a monowhip succeed on their Dodge resistance checks, the wielder must make an immediate Dodge resistance check against (10 + the monowhip's Damage rank) to avoid being damaged by it. A failed Dodge check means a normal Toughness check against the whip's damage.

**Monofilament Whip:** Burst Area Selective Penetrating Damage, Side-Effect (damages wielder) • 3 points per rank.

## TOXIC NANO

Toxic nano functions in the body like a highly efficient poison or pathogen, creating specific, programmed conditions. It only affects living, biological creatures, although similar “toxic” nano can be designed to affect machines, causing various “symptoms” and conditions (with the Affects Objects extra).

Toxic nano has the additional advantage of being difficult to treat, given that it is not an actual poison or disease organism, and thus won't respond to treatment for them. Gamemasters may wish to consider the conditions Incurable because of this. Unlike regular toxins, toxic nano can be programmed to ignore certain targets (or only go after certain targets) making it Selective.

**Toxic Nano:** Progressive Affliction (Resisted and Overcome by Fortitude; conditions vary) • 3 points per rank.

## NANO DISASSEMBLERS

Disassemblers simply break down the target, eating away at its structure until it collapses or dissolves. Like toxic nano, disassemblers can be made Selective, and often are, since they will otherwise indiscriminately break down *everything* in their target area.

**Nano Disassemblers:** Progressive Weaken Toughness, Affects Objects, Incurable, Limited to 1 rank per failed check • 1 point + 3 points per rank.

## TRANSFORMING NANO

Rather than poisoning or breaking a target down, nanite infiltration can also transform targets, literally rebuilding them from the inside out. This is often slow compared to the other effects—the Affliction may be Limited to just one check per hour or day—but does not need to be. If the “transformation” is rewriting or reprogramming the target's brain, the final condition might be controlled rather than transformed.

**Transforming Nano:** Progressive Affliction (Resisted and Overcome by Fortitude; Dazed, Stunned, Transformed) • 3 points per rank.

## NANO SENSORS

Apart from its capabilities to create (and to destroy), nanotechnology can also revolutionize surveillance and sensors.

## SMART DUST

Smart dust is a virtually invisible cloud of nanites capable of collecting and transmitting data.

**Smart Dust:** Remote Sensing • 1-5 points per rank.

## SENSOR CLOUDS

Nanite sensors can surround a “host” character in an invisible cloud, providing various Senses effects, including radius senses, danger sense, even ranged touch senses.

**Sensor Clouds:** Senses • 1 point per rank.

## NANOTRACKERS

Nanites in a target's system serve as tracking transmitters.

**Nano Trackers:** Feature 1 (tracer) • 1 point.

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