

Name: Nanomech

One-line Introduction: Nanomech is the DNA sample of a Human/Microchip hybrid created by the Omnitrix.

Appearance: Nanomech is a tiny creature, smaller than a human hand at full height. He has grey skin with a green circuit-like design on it. Nanomech possesses green wings as well as one large, green cyclopean-eye. His body is a carbon or silicon-based alloy, and he has triangular feet. He wore the original Omnitrix/Ultimatrix symbol on his chest. In Video Games, Nanomech wore a blue motion capture suit. In Omniverse, Nanomech's circuit design is gone, being replaced with one pushing more to his Alien Swarm design, and the Omnitrix symbol is where his eye was. He has different wings and four small eyes around the Omnitrix, similar to Stinkfly. His legs have also changed shape, and his body now emits a bright green glow that completely surrounds him.

History: Nanomech first appeared in **Ben 10: Alien Swarm**, where he was created by the Omnitrix scanning the Microchips and entered Victor's brain to fight the Decoy Queen. After a grueling battle, Nanomech destroyed the Queen and thus the entirety of the chips, freeing everybody from their control. In Video Games, Nanomech was used for the video game scan but was regarded as too small, so he switched into Jetray. Later, Nanomech disabled and defeated the Stalker. In **Ultimate Aggregor**, Nanomech destroyed the headbands that were controlling Ra'ad and P'Andor. In **Absolute Power: Part 1**, Nanomech was squashed in Gwen's spellbook, forcing him to switch into Way Big. In **Inspector #13**, Kevin as Nanomech snuck into the Techadon Factory and was defeated by Thirteen. In **Have I Got a Deal for You**, Nanomech briefly appeared in an accidental transformation chain before it finally ended when he switched into Bloxx. In **The Frogs of War: Part 1**, Nanomech defeated some Incurseans by blowing up their guns, knocking them out. In **The Ultimate Heist**, Nanomech escaped his Plumber HQ cell and avoided Blukic and Driba as much as possible. In **It's a Mad, Mad, Mad Ben World: Part 2**, Nanomech defeated Mad Way Big. In **A New Dawn**, Nanomech appeared for a short time when Ben was cycling through his aliens. In **The Monster at the End of This Book**, Nanomech fixed the Green Alien's ship.

Weaknesses: Nanomech's minuscule size can be a problem if fighting larger opponents. He was smooshed with a spell book and was incapacitated by a fly swatter.

Powers and Abilities: Nanomech can generate green energy from his hands and release it either as a raw discharge of electricity or concentrated, explosive orbs of energy. Nanomech can also project this energy as lasers from his eyes which can destroy smaller technology. Nanomech's size allows him to squeeze into small spaces. Nanomech can also reduce his size at will, even to microscopic scales. He can return to his original size, but cannot grow any larger. Nanomech is capable of flying, thanks to possessing a pair of wings. Despite his small stature, Nanomech has enhanced strength relative to his size, as he was able to easily lift a food cover over his head. Nanomech cannot be controlled by Microchip Queens because he is part human, and "humans never give up". He is also resistant to electricity. Nanomech is capable of adaptation, allowing him to copy certain abilities of his opponents after being hit by their attacks, as shown when Nanomech copied the Decoy Queen's tentacles. As a form of technopathy, Nanomech's body can emit electricity to communicate with surrounding machines.

Personality: Kevin finds it hard to take Ben as Nanomech seriously due to his squeaky voice and minuscule size, also thinking Nanomech is really lame.