

# Nano Nano no mi

Nanites are sand-sized black and red particles that can temporarily mimic the properties of non-living, solid materials that they come into contact with. When hardened or formed into an object nanites have a black metallic sheen with red metallic highlights.

| Skill   | PKP |
|---|-----|
| The user can turn two limbs into nanites, produce, and manipulate a small amount of them. Nanites can form into simple objects such as small walls or melee weaponry. Nanites must always be physically connected to the user in order to be directly controlled. | 20  |

## Branch 1 - Production and Control

|   |    |
|---|----|
| The user can produce and manipulate a medium amount of nanites                                      | 20 |
| The user can produce and manipulate a large amount of nanites                                       | 40 |
| The user can produce and manipulate a massive amount of nanites and can control them more precisely | 50 |

## Branch 2 - Special Properties

|   |                   |
|---|-------------------|
| The user can completely engulf a non-living object in nanites to allow them to create a copy of the object for later use. The nanites can then replicate the object as many times as they need but can only remember three objects at a time in a thread. | 20                |
| The user can turn their whole body into nanites and can store items in their body for later use or use nanites to grow their body. The user can now remember four objects at a time in a thread.  | 40                |
| The user can enhance, modify, or combine nanite copies of objects as they're being replicated. The Nanites can now remember five objects in a thread.   | 50<br>(600 stats) |